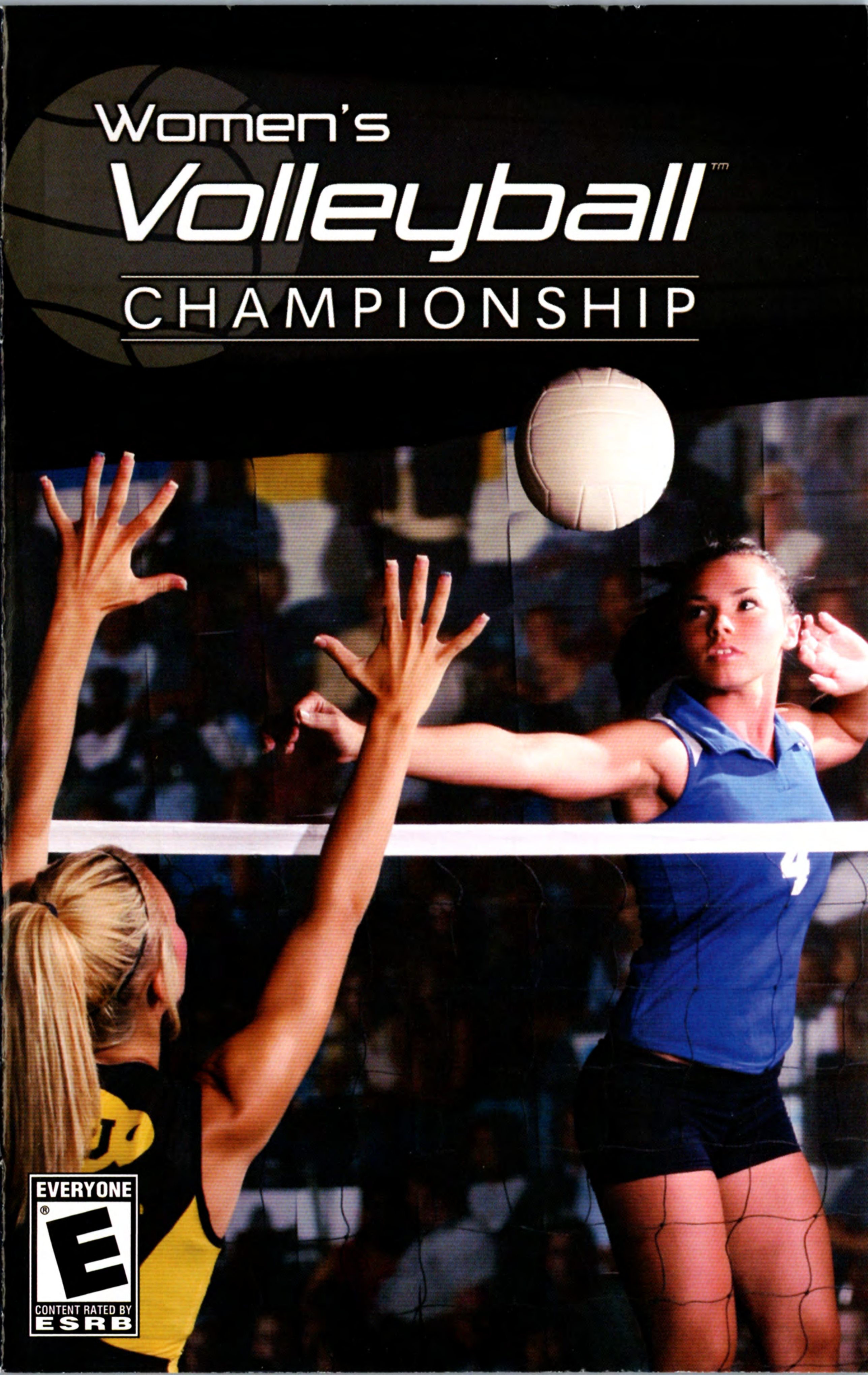
Women's Volleyball™ CHAMPIONSHIP



EVERYONE

CONTENT RATED BY ESRB

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

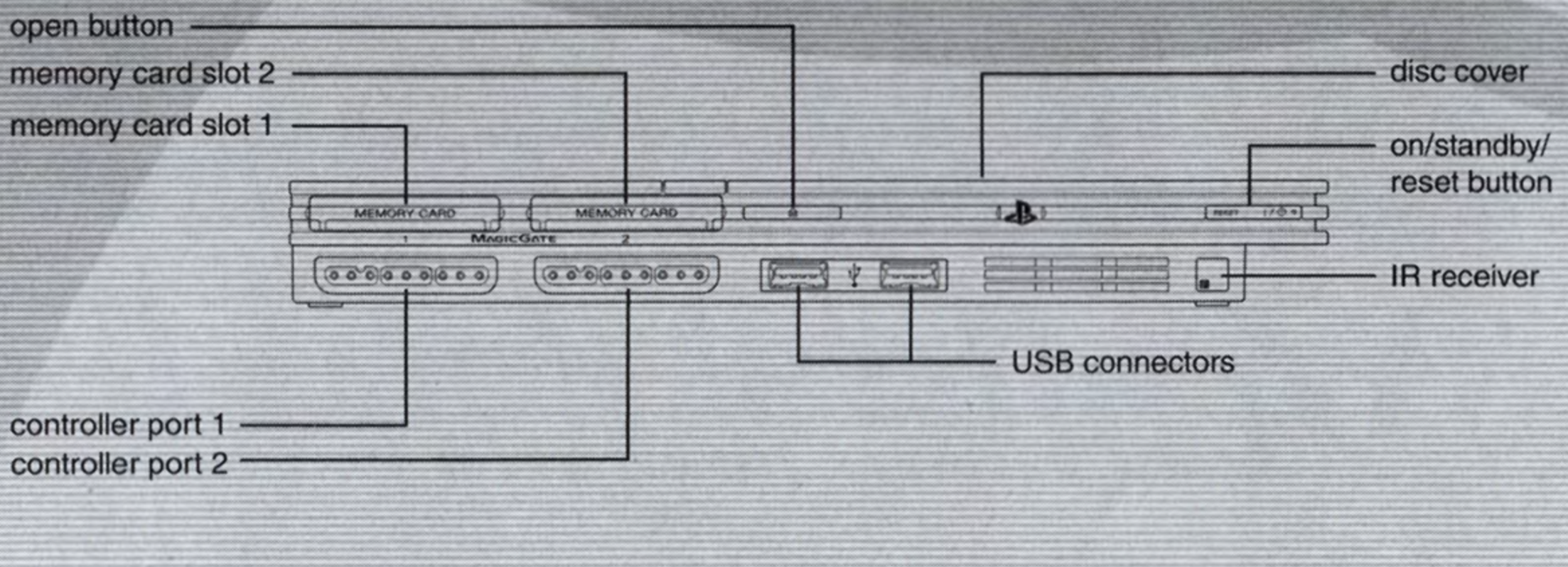
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Women's Volleyball™ CHAMPIONSHIP

Contents

Getting Started 1
Controls 2
Game Flow 6
Match Settings 8
Setup 9
Player Parameters 12
Other Parameters 14
Starting a Match 15
Pause Menu 16
Match Results 17
Exhibition Mode 19
Championship Mode 20
Season Mode 22
Create Player Mode 24
Tutorial/Change Roster 29
Options 30

Starting Up



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Women's Volleyball Championship™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Menu Controls

Left analog stick (directional button)	Move cursor/make selections
△ button	Cancel/return to the previous screen
× button	Confirm selection

Basic Controls

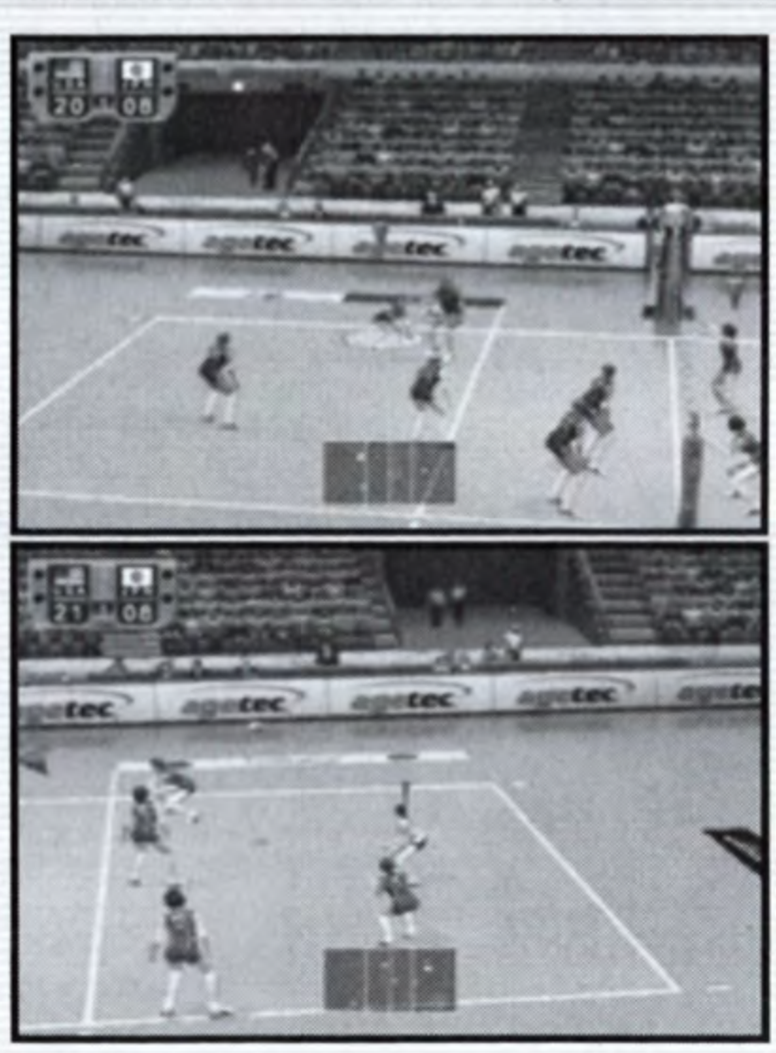
Serve

Watch the "Serve Gauge" when serving the ball. Press the button when the gauge is close to the MAX. Closer to the MAX, better the serve. Press different buttons to perform various serve types.

Left analog stick (directional button)	Move server/set the serving direction
○ button	Floater serve
□ button	Overhand serve
× button	Jumping-floater serve
△ button	Underhand serve

Pass (reception)

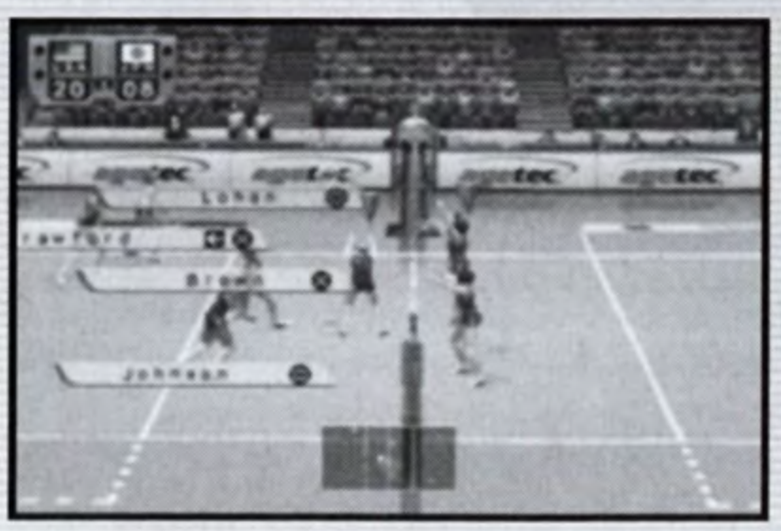
Move the "Active Player" (with the Red Cursor) to the landing point and press the button when the ball touches the player's hands. Reception timing will determine how well the player passes the ball. Press the **L2** or **R2** button when receiving to set the attacking shift. The receiver will not be able to pass the ball to the setter if the timing isn't precise.



Left analog stick (directional button)	Move active player
L2 button	Left court: back row shift Right court: front row shift
R2 button	Left court: front row shift Right court: back row shift
○, △, □, or × button	Pass (reception)

Set

After the ball is successfully passed to the setter corresponding buttons appear on the players who are able to attack. Select the button for the player you want to attack. The number of attack options depends on the pass (reception) accuracy.



◉ **button**	Toss the ball to the left
◉ **button + left analog stick (directional button)** ←	Toss the ball to the back-left
▣ **button**	Toss the ball to the right
▣ **button + left analog stick (directional button)** ←	Toss the ball to the back-right
⊗ **button**	Toss the ball to the center
⊗ **button + left analog stick (directional button)** ←	Toss the ball to the back-center
△ **button**	Two attack

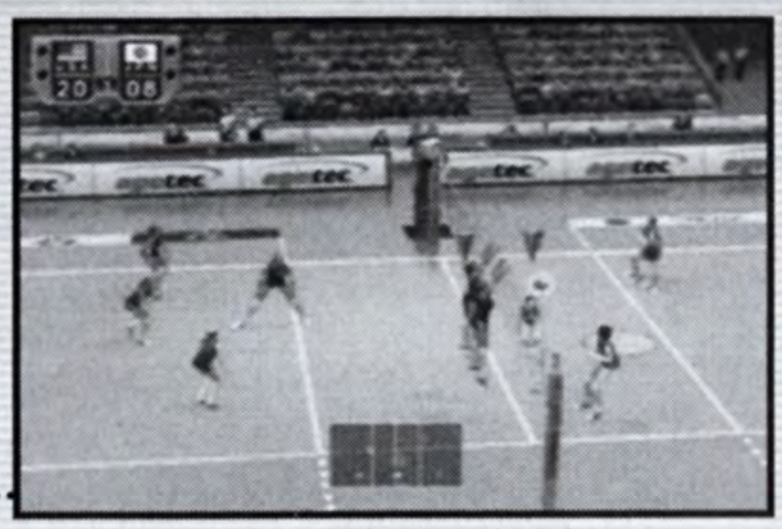
Attack

Press and hold either the ◉, ⊗, or ▣ button when the ball is set to increase the power gauge. Release the button to attack. Releasing the button when the power gauge is at MAX performs the strongest attack. Also press and hold the button when setting to increase the attack power gauge. Press the △ button to use "Dip".

Left analog stick (directional button)	Move the direction cursor to aim the attack direction.
◉, ⊗, **or** ▣ **button**	Attack
◉, ⊗, **or** ▣ **+** R1 **button**	Wipe
△ **button**	Dip

Block

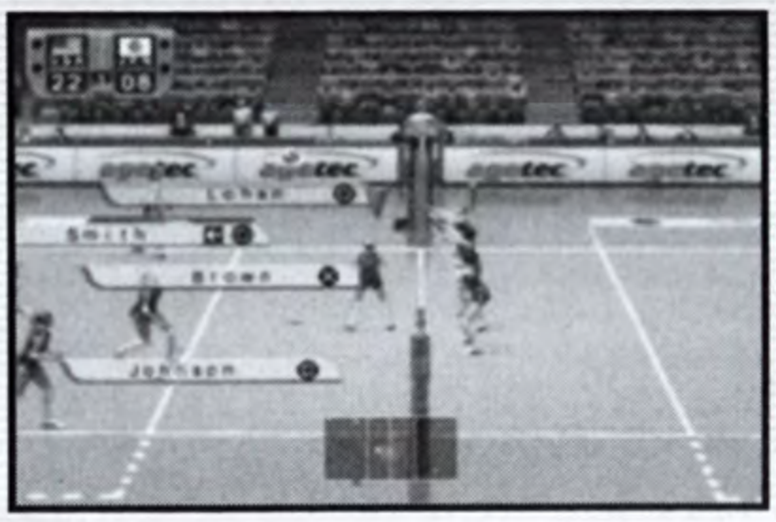
The player mainly controls the middle blocker, however, the left and right blockers can be gathered with the middle blocker to move them together. Use the L1 or R1 button to change the blocker formation. Press the ○, □, △, or ✕ button to block the opponent'sattack.



L1 button	Move the side blockers away from the middle blocker
R1 button	Move the side blockers closer to the middle blocker
○, □, or ✕ button	Normal block
△ button + left analog stick ↑	Special block 1
△ button + left analog stick ↓	Special block 2

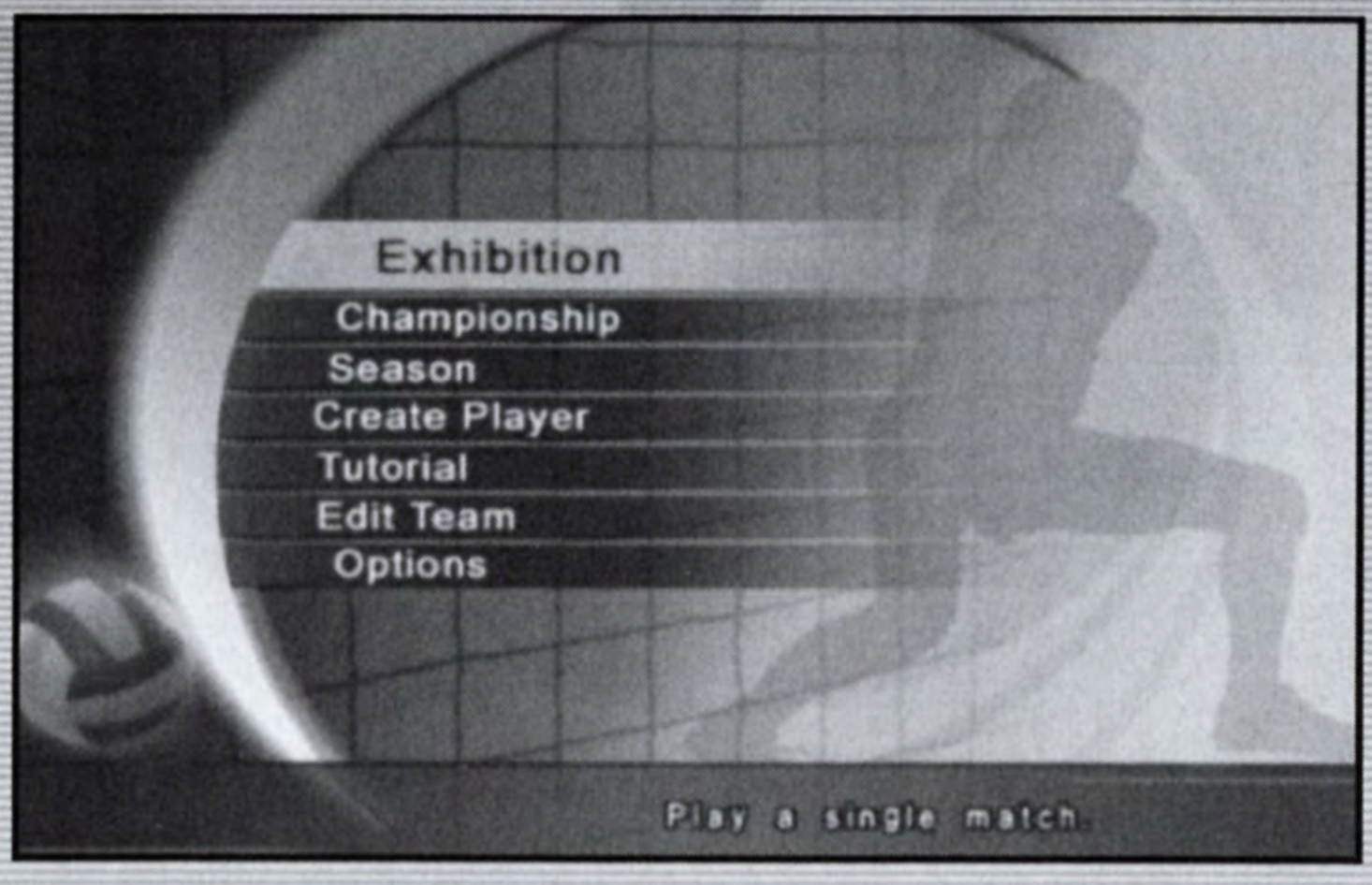
Quick Operation

Press the L1, L2, R1, or R2 button and the ○, □, △, or ✕ button at the same time when passing the ball to prepare for a quick operation. Then press the corresponding button (attacker) when setting to activate the quick operation. If the ○ button is pressed when passing the ball, the ○ button must be pressed when setting the ball to activate the quick operation. Set the operation for the L1, L2, R1, or R2 button in the Setup option menu screen (please see page 10). Quick operation may not be activated if the passing accuracy is low.



○ button	Activate Quick Operation based on the left side
□ button	Activate Quick Operation based on the right side
✕ button	Activate Quick Operation based on the right side
△ button	Activate random Quick Operation

Main Menu Screen



There are total of four game modes:

Exhibition (please see page 19)

Play these modes to practice and earn "Volleyball Points" (VP) (please see page 28).

Championship (please see page 20)

Create Player (please see pg 24)

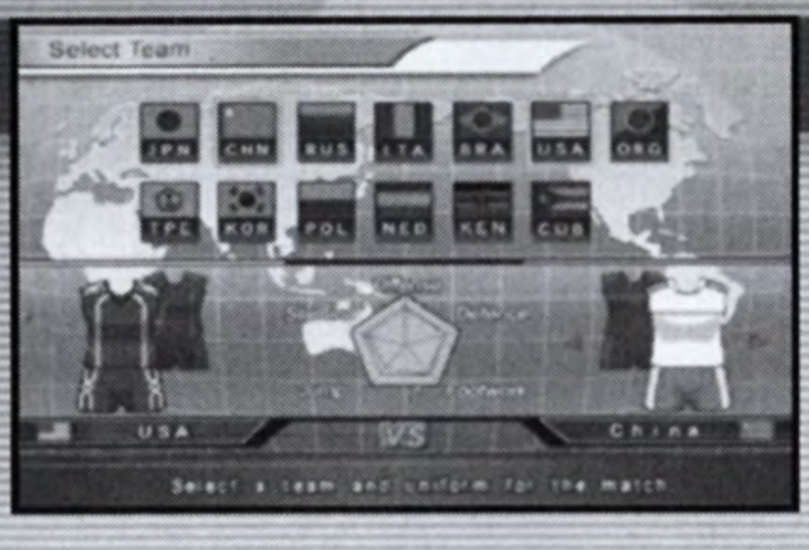
Use earned VP to create and develop players.

Season (please see pg 22)

Compete to become the number one ranked team.

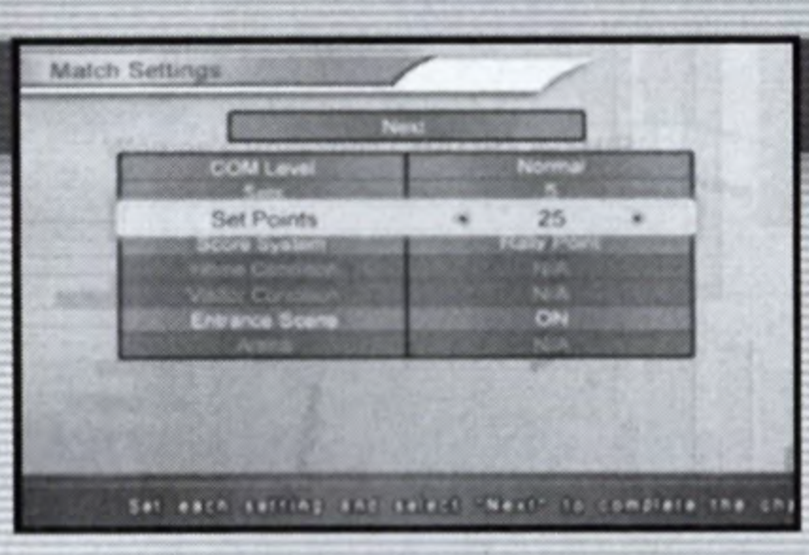
**This title supports the memory card (8MB)(for PlayStation®2) with minimum of 222KB of free space inserted in MEMORY CARD slot 1.*

Game Flow (cont.)



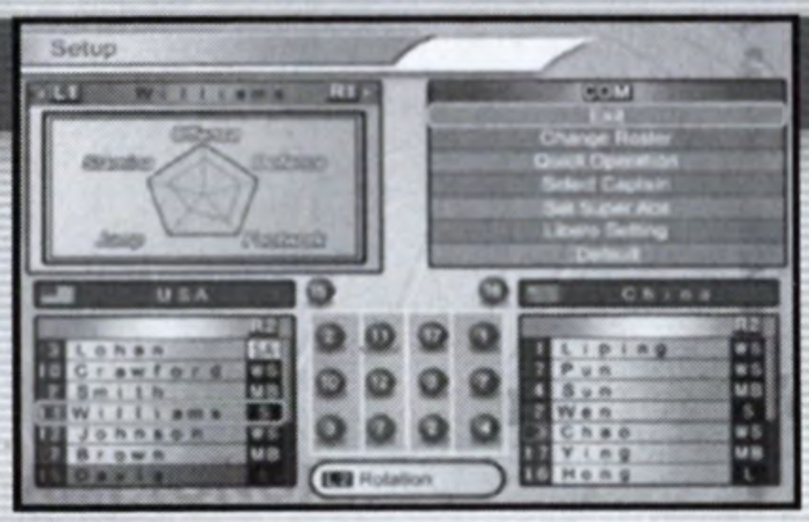
Select Team

Select team and the opponent's team.



Match Settings

Set the COM level, match rules, arena, etc.



Setup

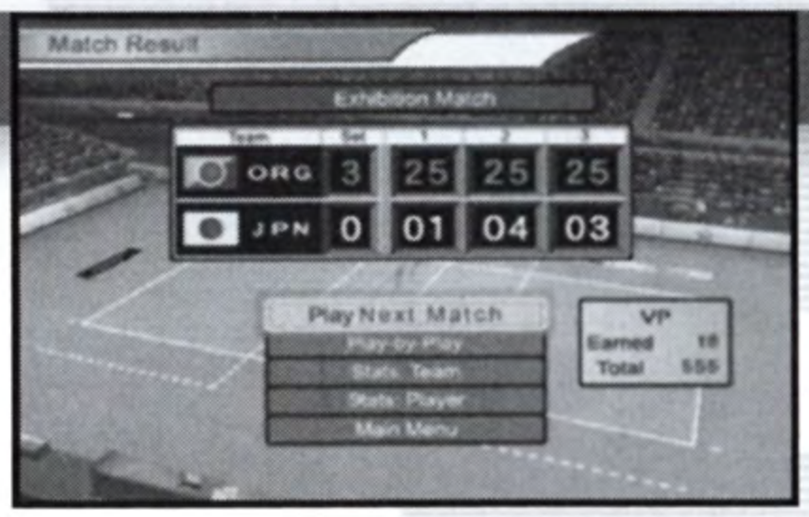
Set/change roster, formation, quick operation, etc.

Start the Match

Start the match.

Pause Menu

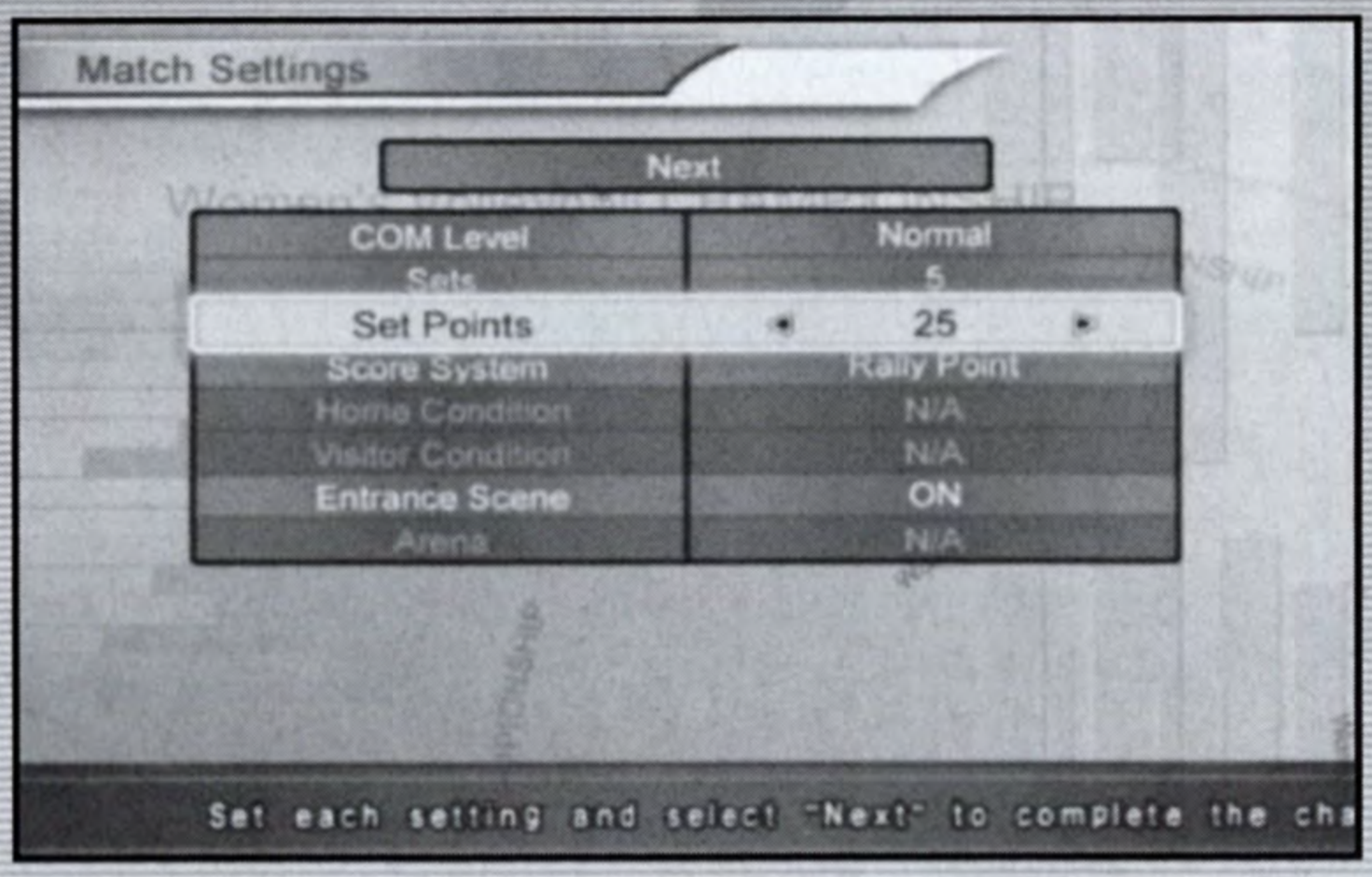
Call for a timeout and change various settings.



Match Result

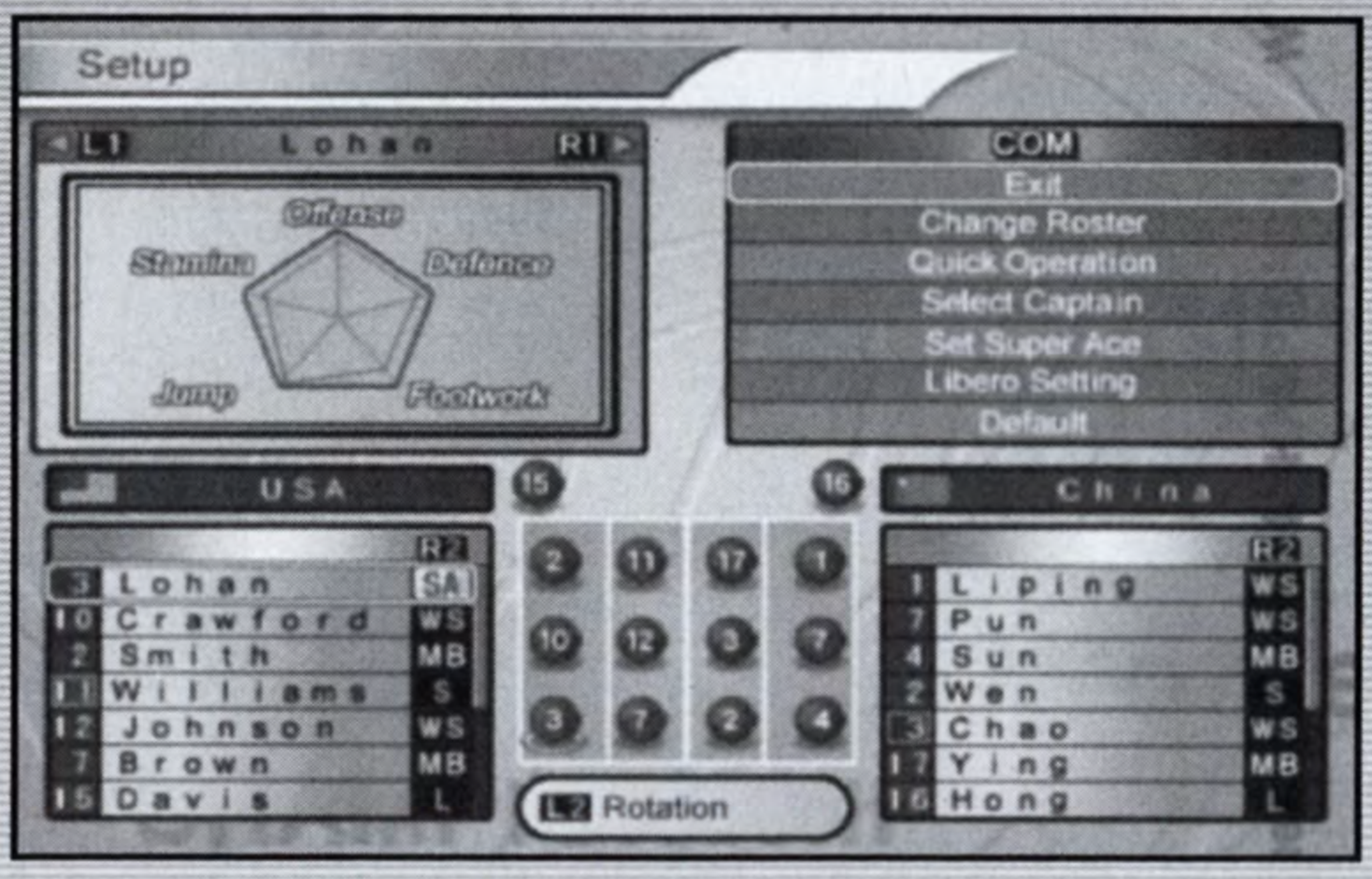
View match result.

Match Settings



COM level	Computer opponent's level: Easy, Normal, Hard	
Sets	Number of set(s) in the match: 1, 3, or 5 sets	
Set Points	Points the team needs to earn to be awarded a set: 5, 10, 15, 20, or 25 points	
Scoring system	**Rally Point System**	Points are scored when a team wins the rally regardless.
	Sideout Point System	Points are scored only when a team who served wins the rally.
Home Condition	Home team condition: Bad, Poor, Normal, Good, or Best	
Visitor Condition	Visitor team condition: Bad, Poor, Normal, Good, or Best	
Entrance Scene	ON/OFF Entrance scene	
Venue	Chicago, Rome, Hong Kong, Holland, Moscow, Tokyo or Random	

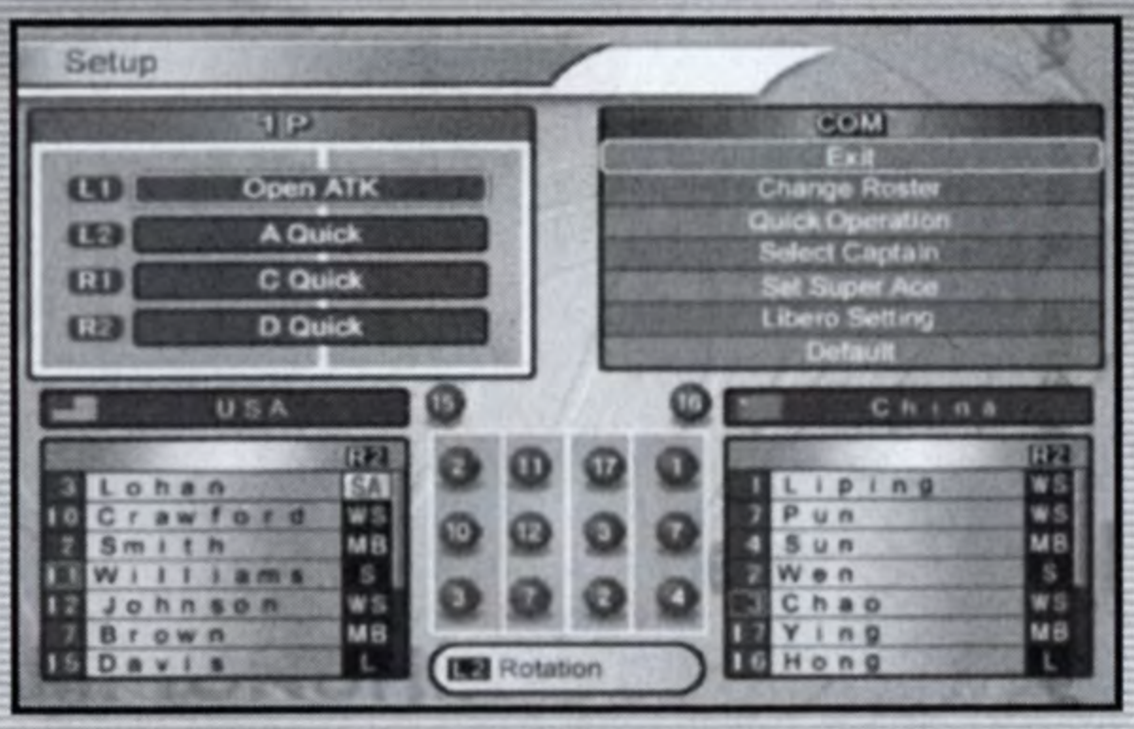
Change Roster



L1, **R1** **button**	View player's parameters and special skills (see page 12 – 13).
L2 **button**	Change rotation
R2 **button**	View player's position, condition, stamina and Libero setting.

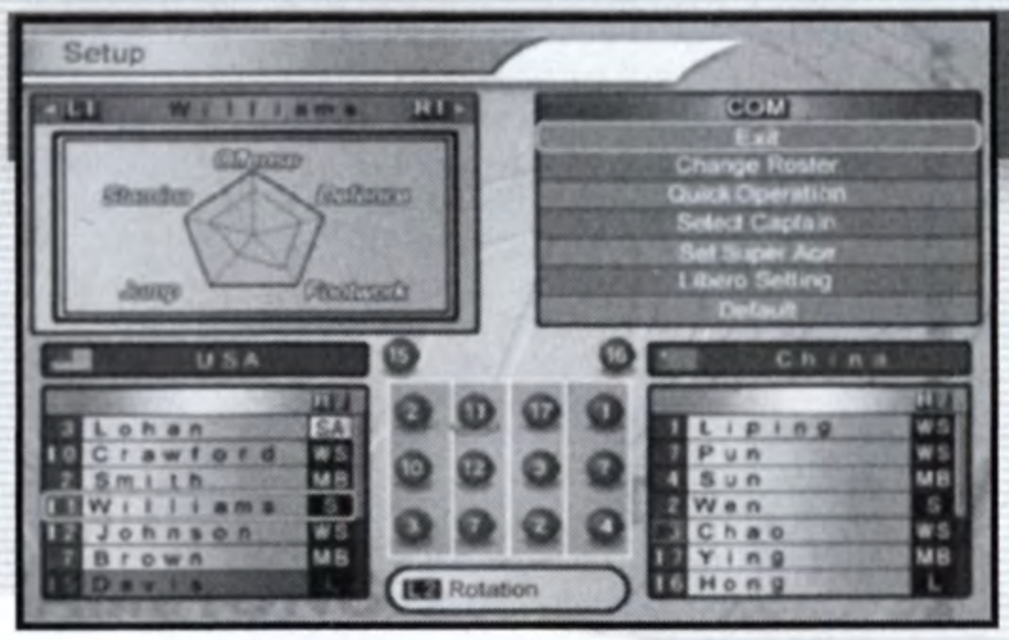
Position	**WA** **(WS): Wing Attacker**	Outside hitter who performs strong attacks.
	MB **(MB): Middle Blocker**	Players specialized in blocking.
	S **(S): Setter**	Players who set the ball for an attacker.
	L **(L): Libero**	Defensive player who can be substituted without limitation, but cannot serve, attack or set the ball.
	SA **(SA): Super Ace**	A hitter specialized in offense.
Condition	Best, Good, Normal, Worse, Worst (Please see page 14)	
Stamina	[99%~67%] [66%~34%] [33%~1%] [0%]	
Libero Setting	Turn ON/OFF auto-substitute Libero. with auto-substitute ON.	

Quick Operation



Set the quick operation for L1, L2, R1, and R2 button (see page 5).

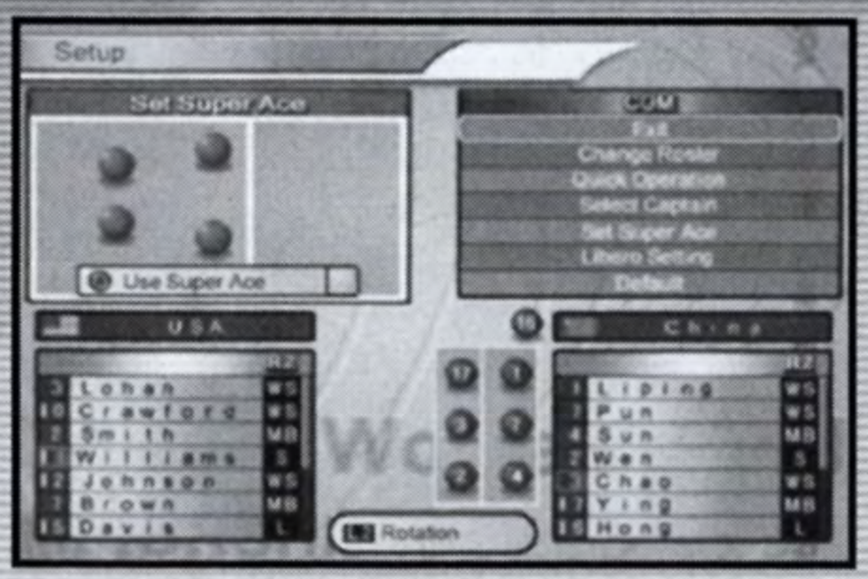
Open Attack	Attack formation using deep for each side.
Parallel Set	The ball is set and moves parallel to the net. It can be set for both sides.
A Quick	The ball is set for a quick set to the middle.
A Semi	Similar to A Quick, but the ball is set relatively higher to the middle.
B Quick	A quick set with the ball set in the middle about 6-7 feet away from the setter.
B Semi	Similar to B Quick with the ball set relatively higher.
C Quick (Back-One)	A quick set with the ball and set low directly behind the setter.
C Semi (Back-Two)	Similar to C Quick with the ball set relatively higher and directly behind the setter.
D Quick	Similar to B Quick with the ball set to the side and directly behind the setter.
Slide Attack	The hitter chases the ball behind the setter and parallel to the net, jumps with one foot and hits the ball.
Tandem Attack	The middle attacker jumps before the setter sets, with the ball being set directly to the middle attacker's hand.



Select Captain

When the team captain is selected, the selected player's number is displayed in red. When the captain is on the court, team motivation increases faster and decreases slower.

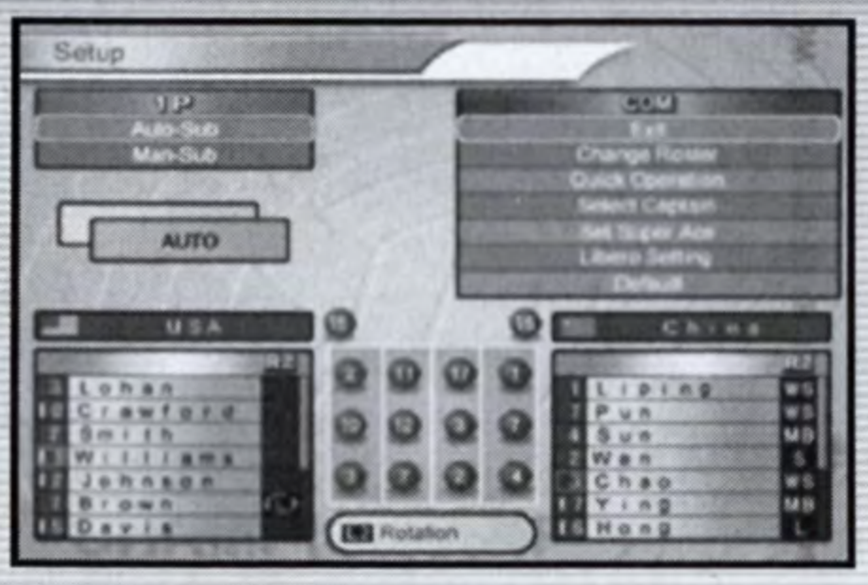
Set Super Ace



If the player is selected as the "Super Ace", the player's parameter will have the following effect: Attack and Attack accuracy increased Pass and Pass accuracy decreased.

**The player must have the Special Skill, Super Ace.*

Libero Setting



Select the Auto/Manual Substitute. Select the players to be substitute when Auto is selected.

Auto-Substitute	When the selected player rotates to the back row, that player will be substituted by the player who is set as Libero.
Manual-Substitute	Make Libero substitution manually.

Manual-Substitute controls

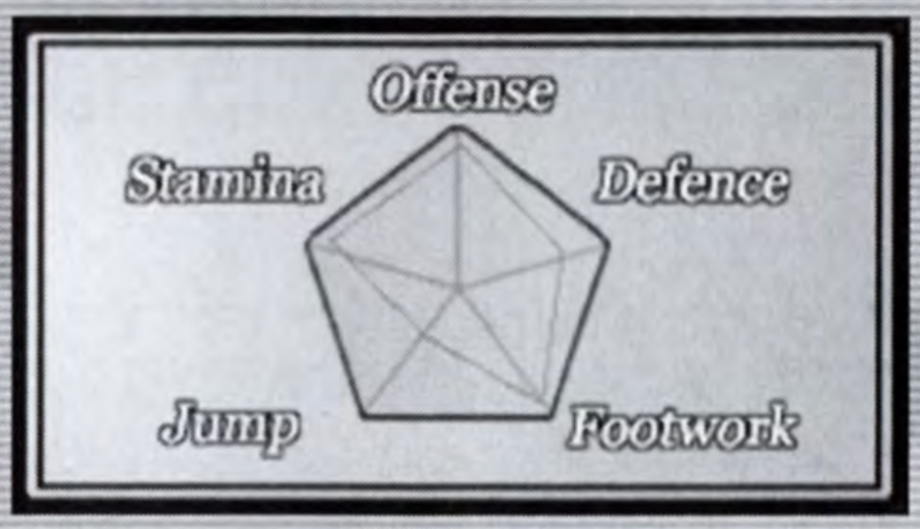
L1 button	Left back row will be substituted.
R1 button	Right back row will be substituted.
L1 + R1 button	Center back row will be substituted.

**Press and hold the assigned button(s) when rally stops.*
**The libero on the court can be substituted with any command above.*

Default

Clear all the changes and set everything back to default.

Player Parameters



Player parameters can be viewed in the Team setup screen. Special Skills can also be viewed here.

Ability diagram

Parameters

Height	Player's height
Age	Player's age
Dominant hand	Right handed or left handed
ATK	Strength of attack, greater the value, the stronger the attack
ATK Accuracy	Attack accuracy, greater the value, the faster the attack cursor moves
Block	Strength of block, greater the value, the more likely to block an opponent's attack
BLK Accuracy	Block accuracy, greater the value less block-out will happen
Pass	Strength of pass, greater the value less likely to fumble.
Pass Accuracy	Pass accuracy, greater the value broader range on button timing when passing the ball.
Set	Overall set ability.
SRV	Strength of serve, greater the value stronger serve.
SRV Accuracy	Service accuracy, greater the value more serve accuracy.
SRV: Drive	Greater the value service will have more drive spin.
SRV: Slide	Greater the value service will have more slide spin.
Speed	Player's movement speed.
Agility	Player's speed to move to next action.
Stamina	Player's endurance.
ATK Elevation	Player's highest elevation point when spiking the ball.
BLK Elevation	Player's highest elevation point when blocking.
Key Position	Player's favored position.

Player Parameter (cont.)

Special Skills

Captain	If the player with this skill becomes the captain, team motivation increases faster and declines slower.
Setter	If the player with this skill is used as a setter, accuracy of "dump" increases and the team is able to perform "double set".
Libero	If the player with this skill is used as a libero, the following will increase: Pass, speed, agility, flying pass and rolling pass accuracy.
Blocker	If the player with this skill is used as a middle blocker, block and block accuracy increases.
Super Ace	If the player with this skill used as a super ace: attack, attack accuracy, pass and pass accuracy increase.
Pinch Server	If the player with this skill is on the court when team motivation is less than 79, serve, serve accuracy, serve/drive, and serve/slide increase.
Mental	Team motivation declines less if the player with this skill causes an error.
Mood Maker	Team motivation rises greater if the player with this skill scores a point.
Vision	The player with this skill has 100% accuracy of determining if the ball is in or out.
Quick Attack	The player with this skill will have greater parameter value on quick attack.
Open Attack	The player with this skill will have greater parameter value on open attack.
Tandem Attack	The player with this skill will have greater parameter value on quick attack.
Slide Attack	The player with this skill will have greater parameter value on slide attack.
Back Attack	The player with this skill will have greater parameter value on back attack.
Dump	The player with this skill will have greater parameter value on dump.
Spirit	If the player with this skill in on the court, decline in team motivation will not have any effect on the players' parameters.

Stamina

Player's stamina will decrease as the game progresses. It's restored by timeouts or after the set finishes. When stamina reaches 0, parameters significantly decrease.

Condition

The player's condition is determined before the match. It can be set manually when playing an exhibition. It cannot be set when playing "Championship" or "Season".

Condition will affect the parameters below:

Best:	Each parameter +8
Good:	Each parameter +4
Normal:	No effect
Worse:	Each parameter -4
Worst:	Each parameter -8

Spike Accuracy
Block Accuracy
Pass Accuracy
Set
Serve Accuracy
Speed
Agility
Stamina

Team Motivation

Team motivation is displayed as 1~200 which is set as 100 in "Exhibition" and "Championship". It's determined by the team's ranking during "Season". Team motivation increases when the team scores or take a timeout and decreases when the opponent scores.

Team motivation affects the following parameters.

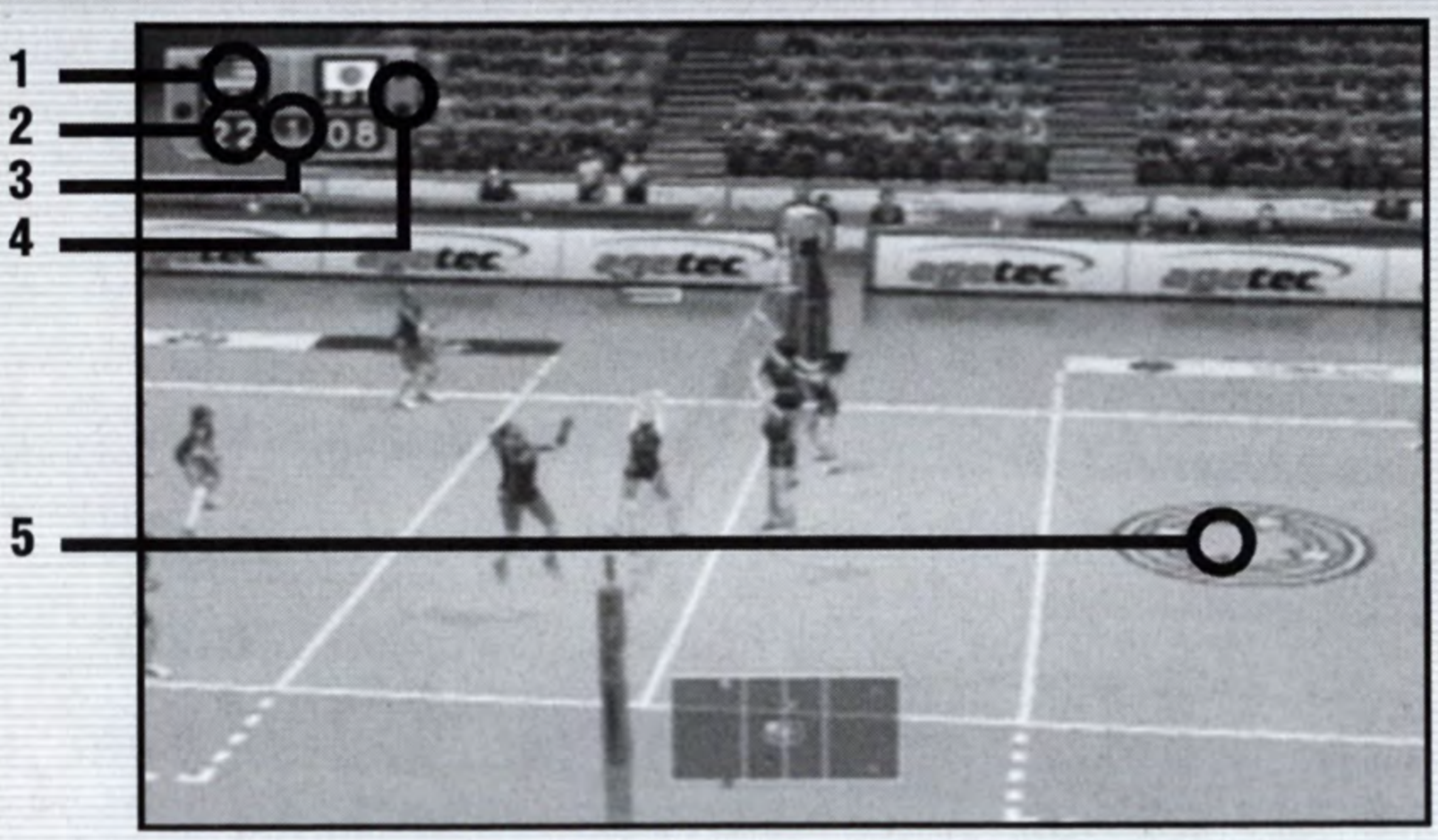
160 or greater:	Parameters +9
159~140:	Parameters +6
139~120:	Parameters +3
79~60:	Parameters -3
59~40:	Parameters -6
39~:	Parameters -9

Attack
Attack Accuracy
Block
Block Accuracy
Pass
Pass Accuracy
Set
Serve
Serve Accuracy
Serve: Drive
Serve: Slide
Speed
Agility

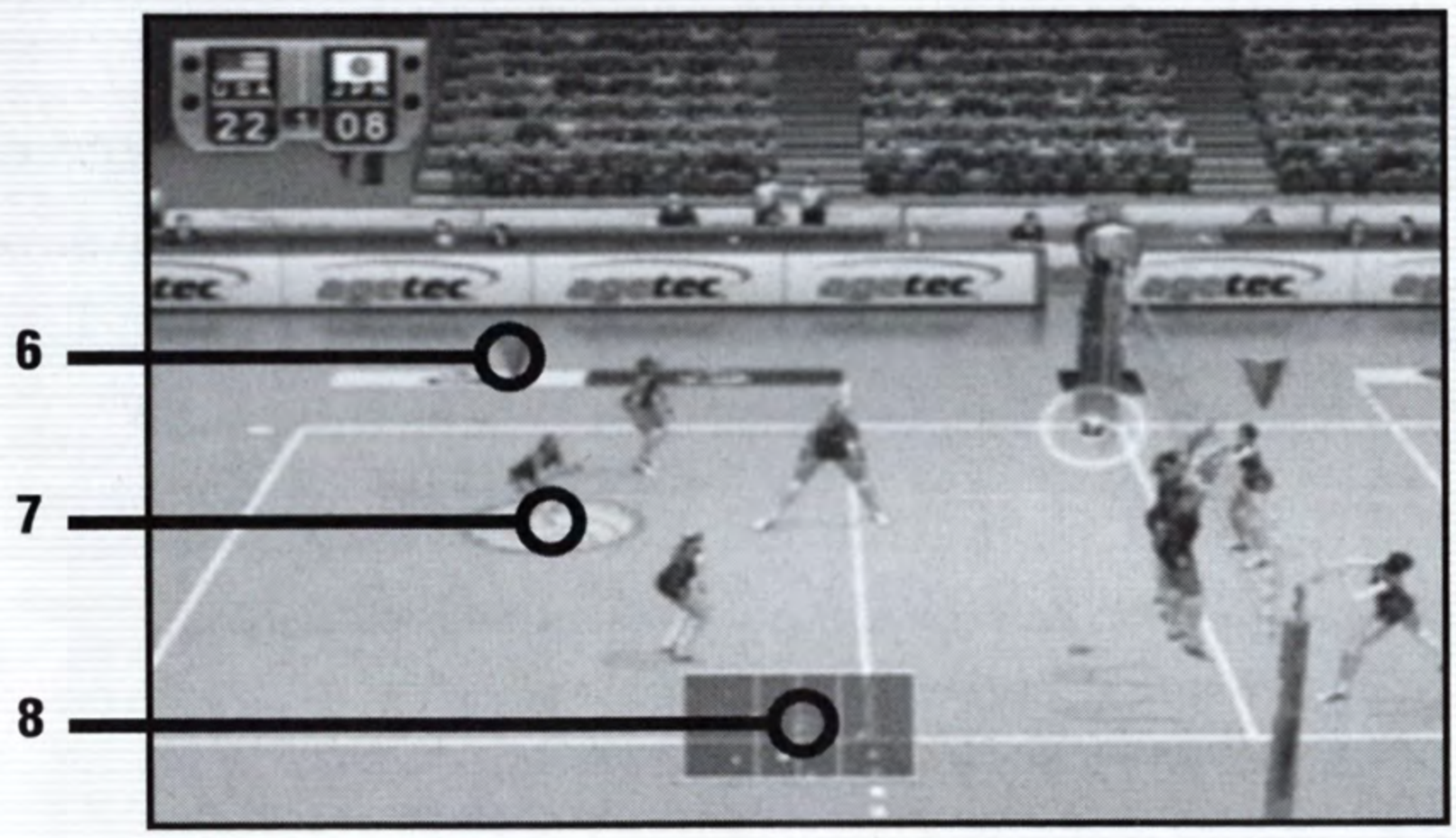
**Team motivation value will not be displayed on the screen.*

Starting a Match

Game Screen



1	**Team**	Both teams' flags
2	**Score**	Points scored
3	**# of Set**	Current set
4	**# of Set Won**	Indicates the set won
5	**Attack Cursor**	Indicates where the area attack lands



6	**Active Player**	Active player will have an icon displayed.
7	**Ball Landing Mark**	Indicates ball's expected landing point
8	**Player Position Radar**	Indicates both teams' player position

Pause Menu

Press the start button to display the Pause Menu.

Resume	Resume match.
Call Timeout	A timeout is called when either team scores a point after resuming the match.
Team Setup	Move to Setup screen (Select captain and Default cannot be selected).
Camera	Change the camera view A~D.
Display	ON/OFF Score board, player names and Player Position Radar.
Button Help	View control description.
Options	Set game options.
Main Menu	Return to the Main Menu screen.

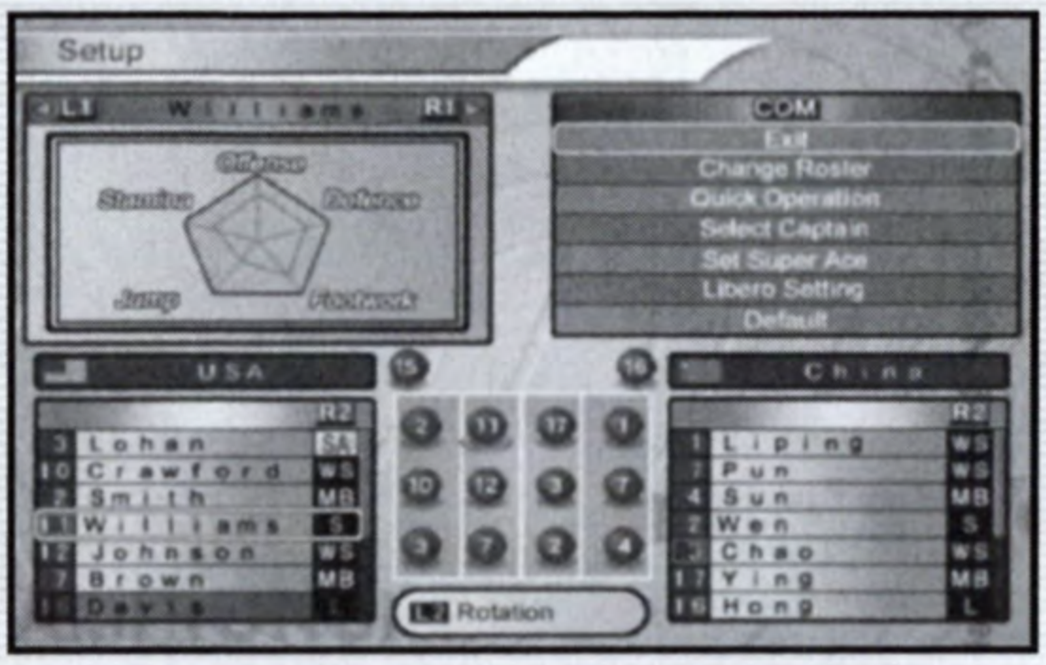
Match Results

Play next match (Exhibition)

Play another game with the same match settings.

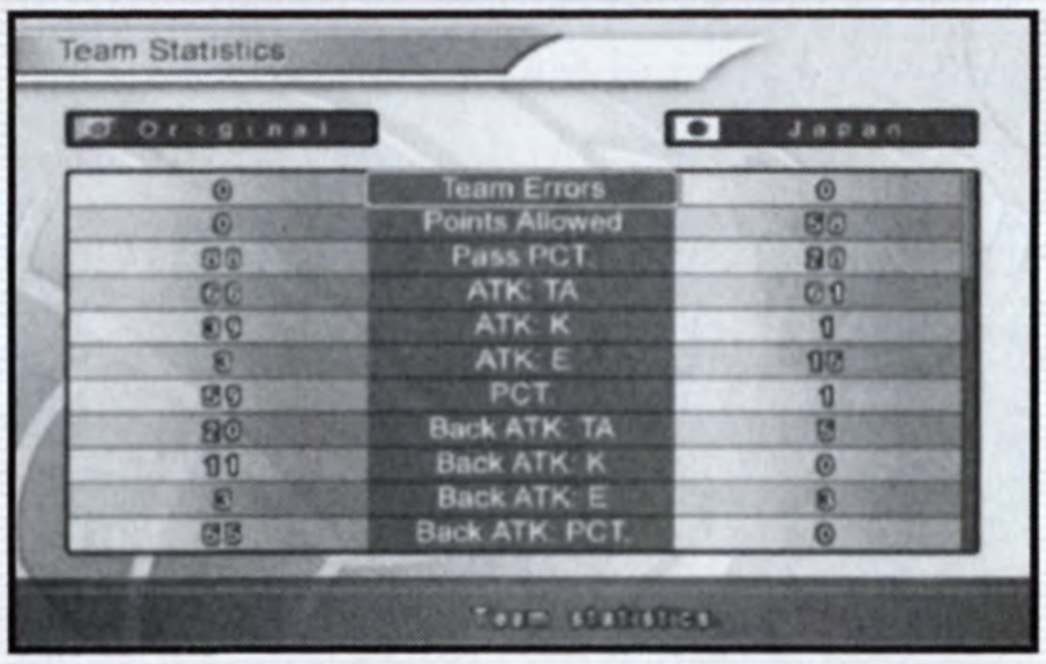
Next (Championship/Season)

Proceed to next match.



Play-by-Play

View box score by set.



Stats: Team

View team statistics (please see page 18).

Stats: Player

View individual statistics.

Main Menu Return to Main Menu screen.

Team Statistics

Team Errors	Total number of unforced errors.
Points Allowed	Total points allowed on opponent's attack and service.
Pass PCT.	Percentage of successful pass made.
ATK: TA (Total Attempts)	Total number of attacks attempted.
ATK: K (Kills)	Total points earned by successful attacks made.
ATK: E (Attack Errors)	Total number of attack errors committed.
PCT. (Attack accuracy)	Percentage of successful attacks made.
Back ATK: TA	Total number of back attacks attempted.
Back ATK: K (Kills)	Total points earned by successful back attacks made.
Back ATK: E (Errors)	Total number of back attack errors committed.
Back ATK: PCT.	Percentage of successful back attacks made.
Blocks	Total number of blocks made.
BE (Block Errors)	Total number of block errors committed.
Blocks: Avg.	Percentage of points earned by blocks made per set.
Serve	Total number of services attempted.
SA (Serve Ace)	Points earned by aces service.
SE (Serve Errors)	Total number of service errors committed.
SRV Effect	(No touch x 100 + Ace x 80 + Effectiveness x 25)/serves.
Opponent Errors	Total points earned by errors committed by the opponent.
Total Attacks	Total number of attacks attempted.
Total Points	Total points scored in the match.
Points Allowed	Total points allowed in the match.

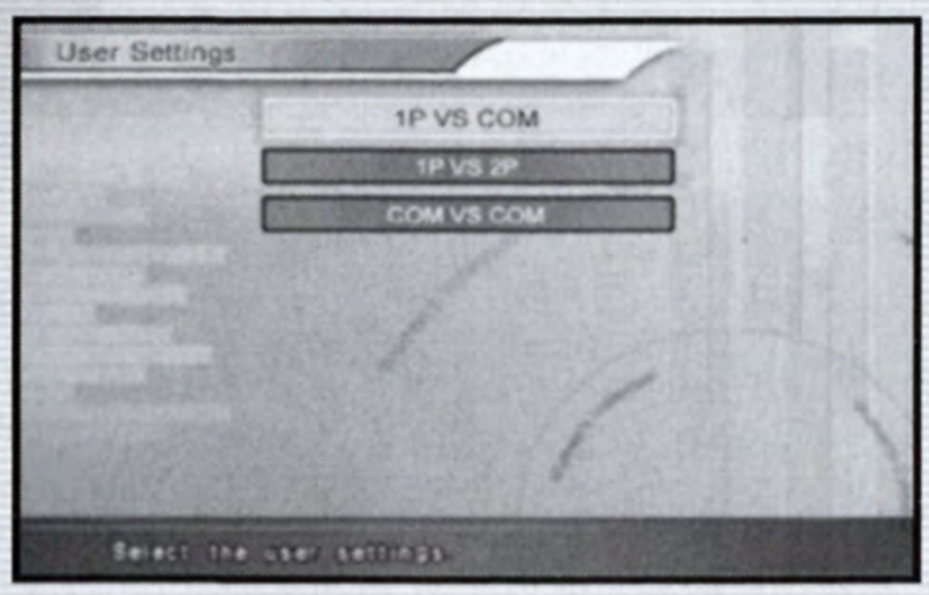
Player Statistics

Set	Total number of sets the player played in the match.
ATK	Total number of attacks attempted.
Pts.	Total points scored by attacks.
E	Total number of attack errors committed.
PCT.	Percentage of successful attack made.
Back ATK	Total number of back attacks attempted.
Back ATK: K	Total points earned by successful back attacks made.
Back ATK: E	Total number of back attack errors committed.
Back ATK: PCT.	Percentage of successful back attacks made.
Serve	Total number of services attempted.
Pts.	Points earned by service aces.
SE (Serve Errors)	Total number of service errors committed.
NT (No Touch)	Total number of service aces made without touch.
SA (Service Ace)	Total number of service aces made (not include "no touch")
Effect	Total number of causing opponent setter to move more than 3 feet.
Pass	Total number of passes attempted.
Pass Made	Total number of passes successfully made.
PCT.	Percentage of successful passes made.
BLK	Total points earned by blocks successfully made.
BE	Total number of block errors committed.
Set Avg.	Percentage of points earned by blocks made per set.

Exhibition Mode

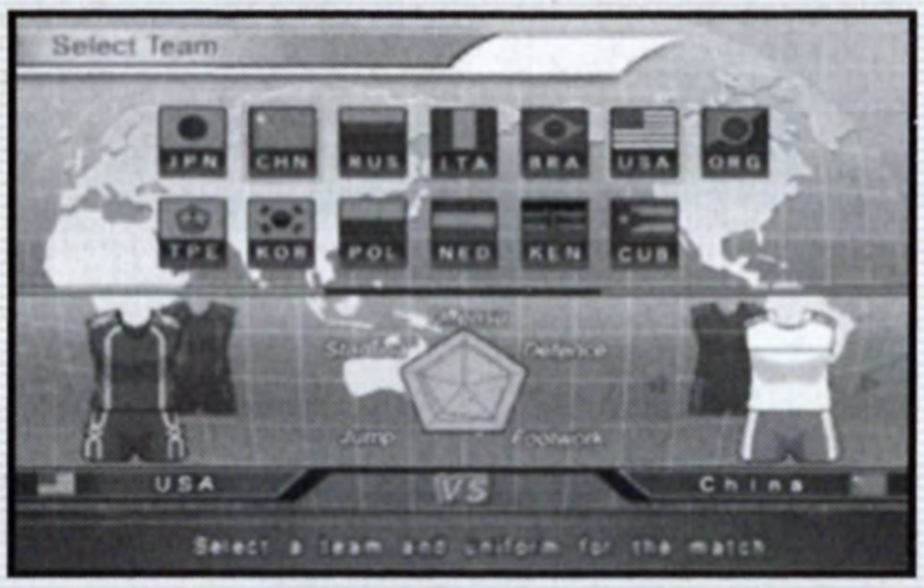
Exhibition

Play a single match against a computer opponent or another player.



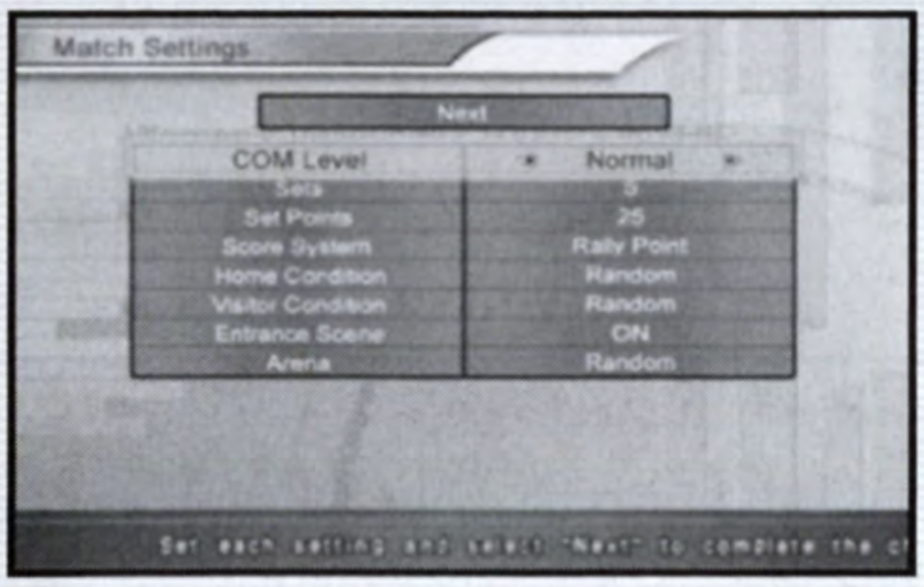
User Settings:

1P VS COM, 1P VS 2P, or COM VS COM



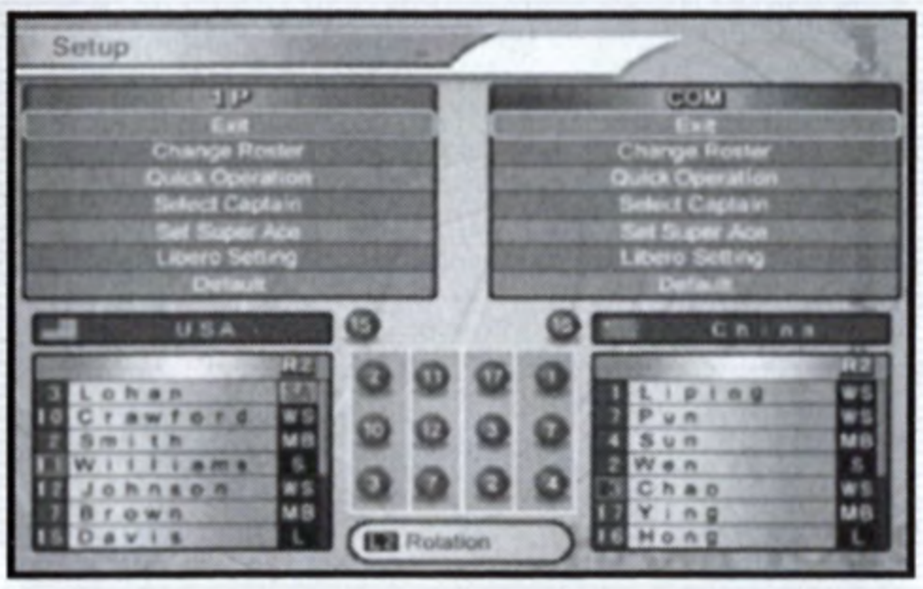
Select Team:

Select the team and uniform color.



Match Settings:

Set the match rules, etc.



Team Setup:

Set the team's roster and captain.

Start the Match:

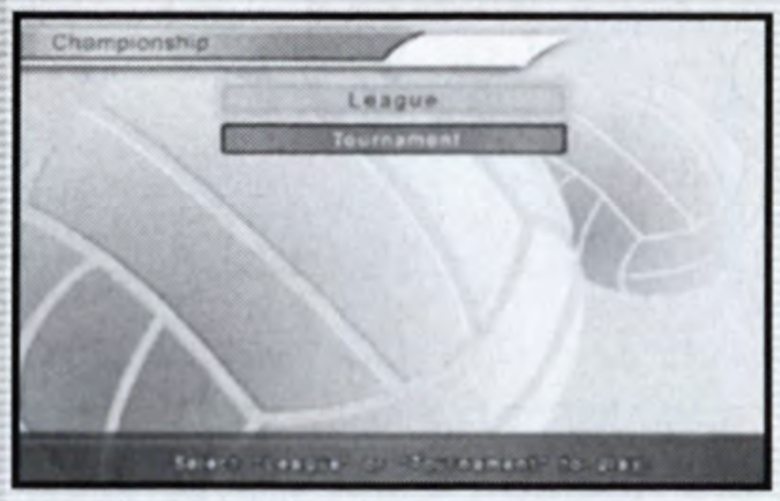
Math starts after settings are completed.

Championship

Play a league or a tournament.

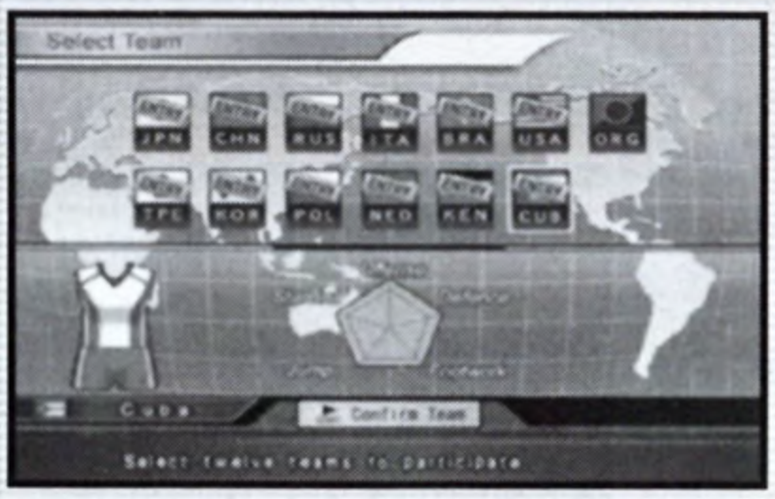
Start:

Select "New" or "Load" Game



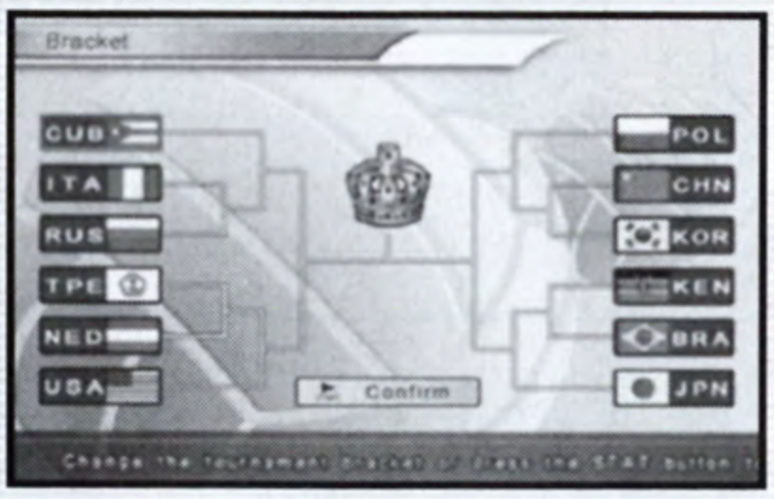
Select:

"League" (Challenge Cup)
"Tournament" (Challenge Tournament)



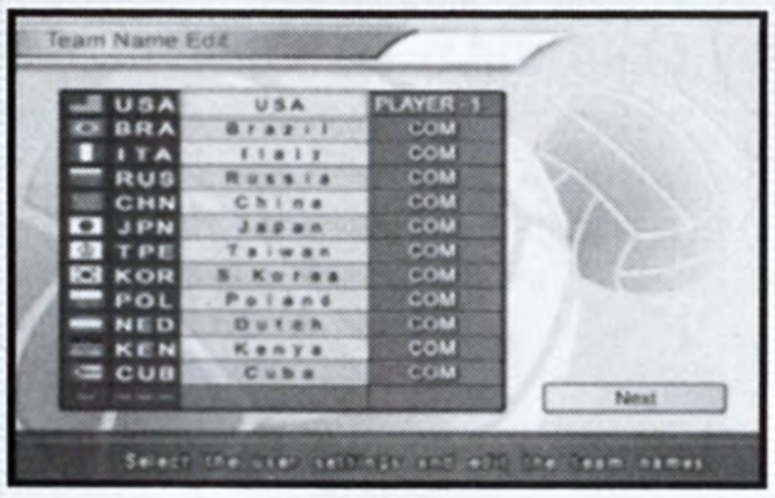
Team Select:

Challenge Cup: A minimum of 3 teams must be selected.
Challenge Tournament: A minimum of 12 teams must be selected.



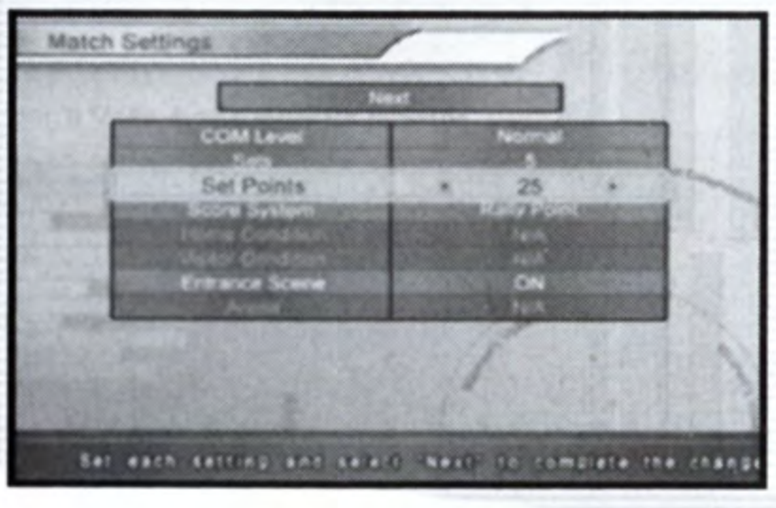
View:

(Challenge Tournament only)
View tournament bracket.



Edit:

User settings and edit team name.



Match Settings:

Set the match rules, etc.

Championship Mode (cont.)

Championship mode will start once settings are completed.

Next Match: Proceed to the next match.

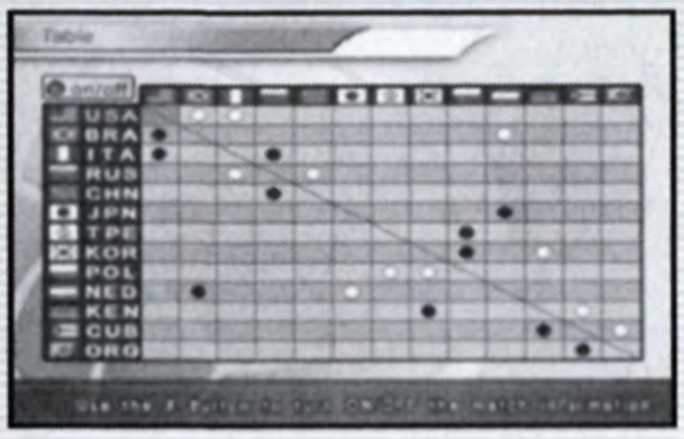
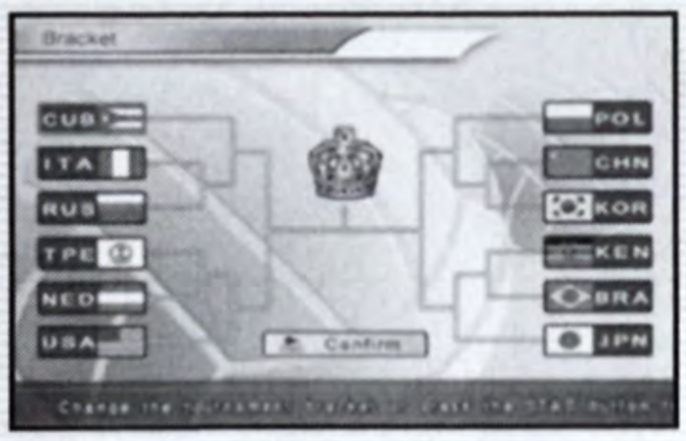


Table View league table.

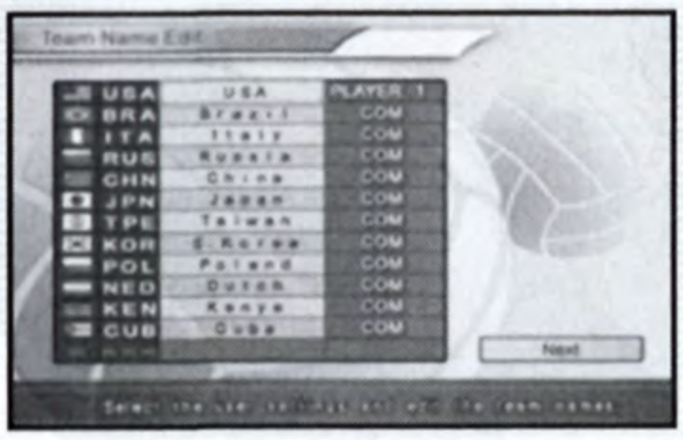
Schedule
USA
PLAYER 1
League Rd 1 VS ITA Rome
League Rd 2 VS BRA Rome
League Rd 3 VS JPN Rome
League Rd 4 VS NED Rome
No match
League Rd 6 VS RUS Moscow
League Rd 7 VS TPE Tokyo
League Rd 8 VS KOR Rome
League Rd 9 VS CUB Moscow

Schedule View team schedule.



Bracket View tournament bracket.

Result Display result and statistics.



User Settings User settings and edit team name

Match Settings Set the match rules, etc.

Save

Maximum of 3 game data can be saved to memory card (8MB)(for PlayStation®2).

**Auto Save will not save the game data.*

Season

Play Season to compete and try to become the #1 ranked team in the world. A season consists of "International Cup", "International Tournament" and "Playoff". Matches are played following a schedule.

International Cup:
A league match play with 12 teams. Standing is determined based on the win/loss record.

International Tournament:
A tournament play with 12 teams.

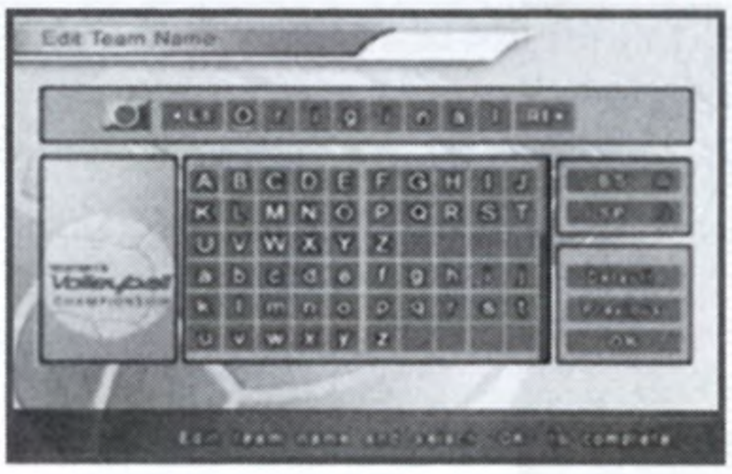
Playoff:
A championship match between the winner of International Cup and International Tournament. If the same team won both championships a playoff isn't played.

Start:

Select "New" or "Load" Game

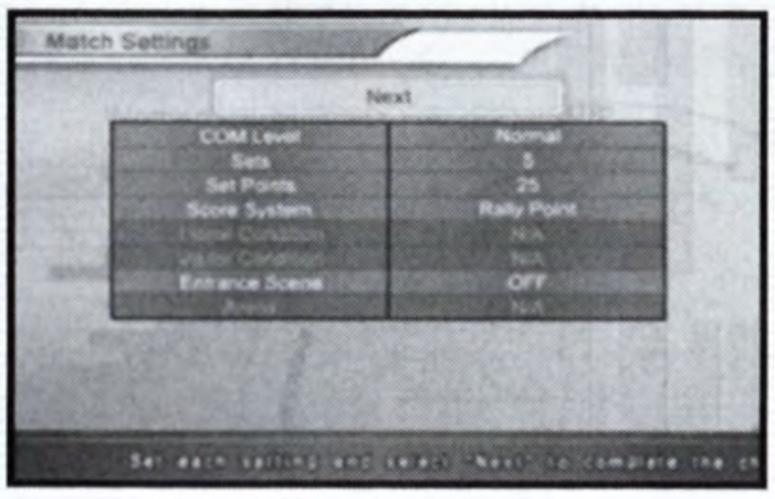
Select Team:

Select the team to play.



- **User Settings:**

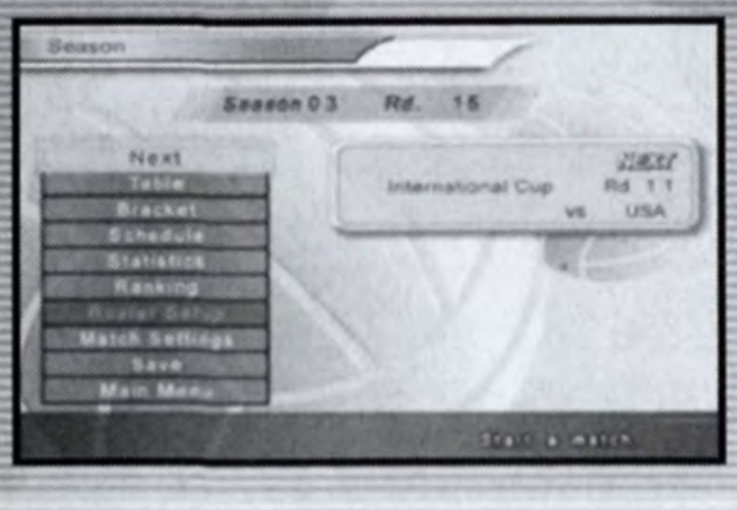
If the Original Team is selected for this mode, roster must be selected for the team.



Match Settings:

Set the match rules, etc.

Season Mode (cont.)

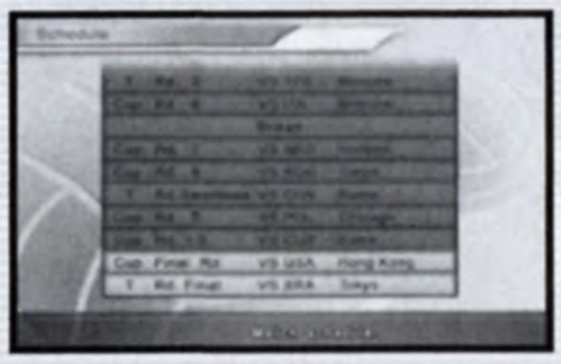


Season will start once settings are completed.

Next Proceed to next match.

Table View standing table.

Bracket View tournament bracket.



Schedule View team schedule.

Statistics View results and statistics.

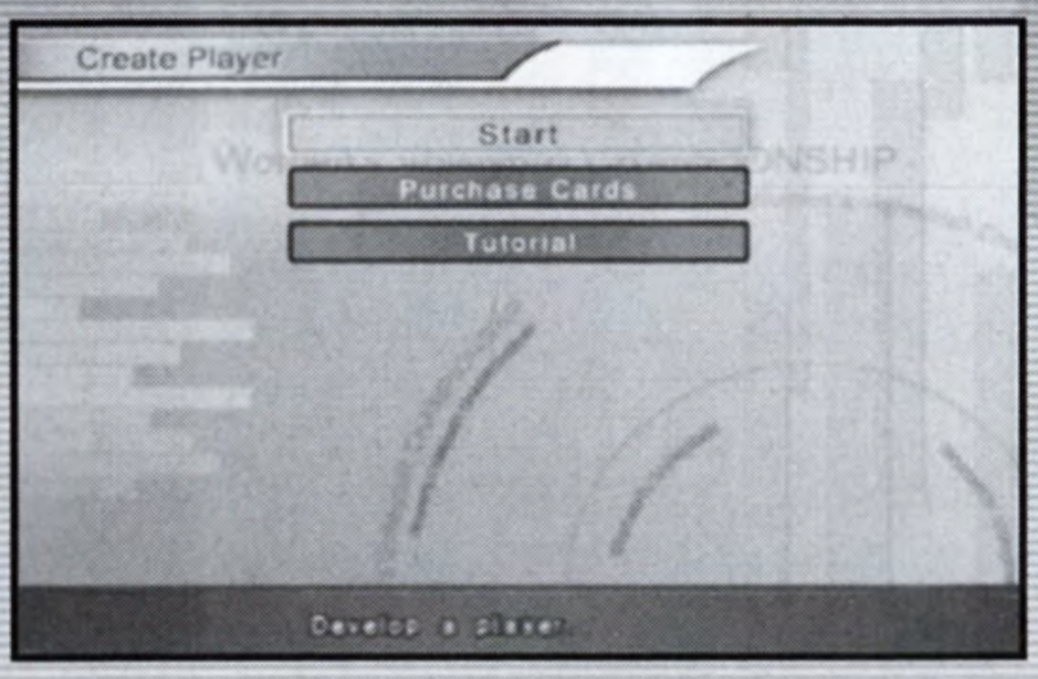
Ranking View World Ranking. Ranking is determined by result of past 3 years. The team is ranked 30th at the beginning. When team becomes the number one ranked team, the season ends.

Match Settings Set the match rules, etc.

Save A Maximum of 3 game data can be saved to memory card (8MB)(for PlayStation®2).
**Auto Save will not save the game data.*

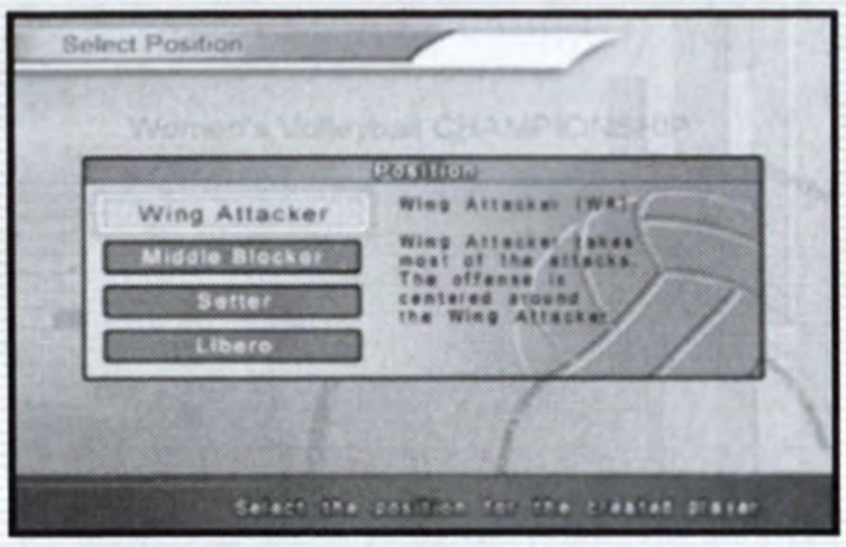
Main Menu Return to the Main Menu.

Create Player



In the Create Player, you can develop an original player, who becomes a member of the original team, by using the "Volleyball Points" (VP) to obtain cards.

Starting Create Player:



Select the position to develop an original player.

Select the player you wish to develop.

Select the cards to be use for training. A maximum of 6 cards can be selected (3 Basic cards and 3 Special cards).

Create Player Mode (cont.)

Create Player Main Screen:

Select the training for the period and develop the player for 7 turns.

- **Training:**

Training is done using 3 training cards. A maximum of 9 trainings can be done within one turn.

- **?**

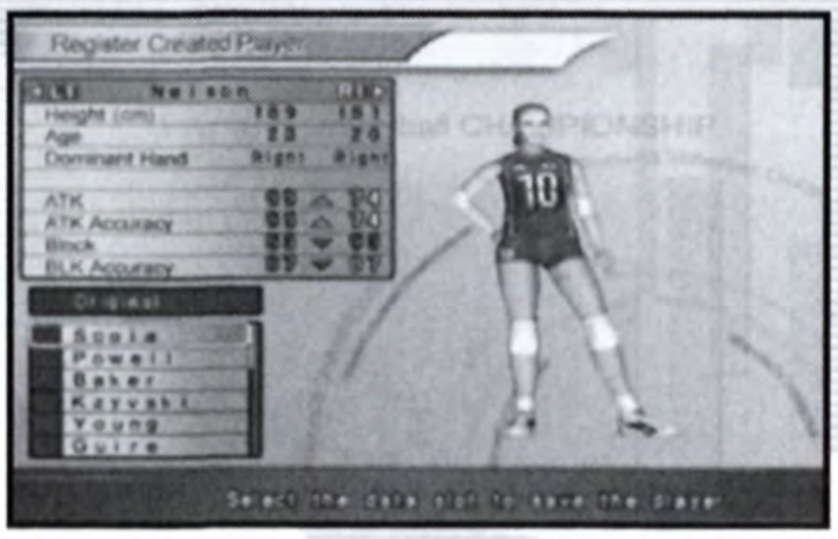
Basic card determines the growth value at the end of each turn. Special cards can be used only once and can be used at anytime.

- **Combo:**

Combinations can occur randomly depending on the combination between basic and special cards. When a Combo occurs, the parameter values increase beyond normal training.

- **Injury:**

An injury can occur if the player is fatigued. An injury decreases the player's parameters and be forced to proceed to the next turn. Use "Stretch" or "Rest" accordingly.



Registration:

After development is completed the new player is registered to the original team roster.

Create Player Mode (cont.)

Basic Cards:

Spike — Attack practice. Increases attack parameter.

Block — Block practice. Increases block parameter.

Pass — Pass practice. Increases pass parameter.

Set — Set practice. Increases set parameter.

Serve A — Serve practice. Use stronger serves.

Serve B — Serve practice. Use serves that's difficult to pass.

Squat — Weight training to increase power.

Sprint — Short-dash training to increase speed and agility.

Meeting — Increases the effectiveness of training to have more accuracy in the parameters.

Jog — Increase stamina.

Attack — Overall attack practice

Defense — Overall defense practice.

Random — A card is selected at random.

Stretch — Stretch to prevent injuries.

Rest — Rest.

**Growth value has three categories: common, uncommon, and rare. Common has the greatest effect on the parameters and rare has the least effect.*

Create Player Mode (cont.)

Special Skills

Barbells Used for weight training.

Dumbbells Used for weight training.

Board Used for rebound training.

Tube Used for weight training.

Stand Used for pass practice.

Video Used to check form and scouting.

Score Sheet Used for scouting.

Coach Coaching staff.

Ice Cools down inflammation and cools down the body.

Drink Water supply.

Vision Obtain special skill: "Vision".

Leadership Obtain special skill: "Captain".

Stopwatch Obtain special skill: "Fake Attack".

Quick Obtain special skill: "Quick".

Meditation Obtain special skill: "Mental".

Cheer Obtain special skill: "Mood Maker".

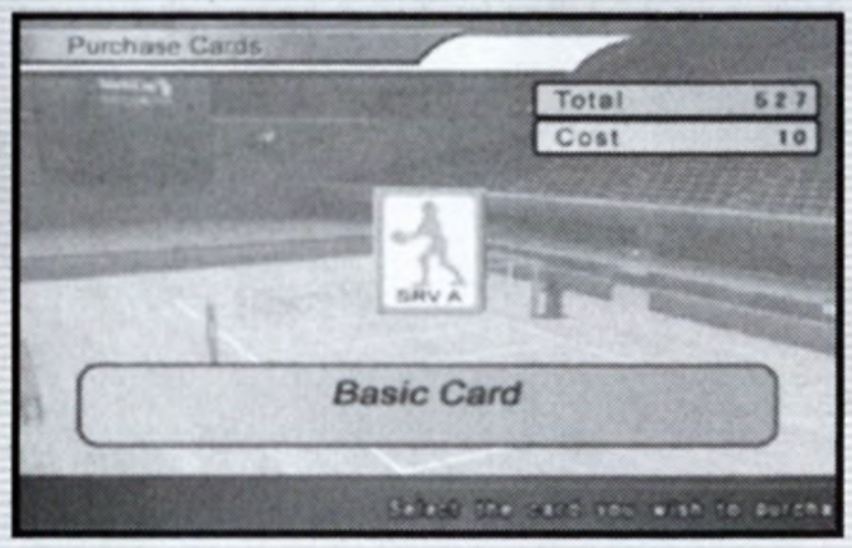
Headband Obtain special skill: "Spirit".

Idol Become a team idol.

Dump Obtain special skill: "Dump".

Super Ace Obtain special skill: "Super Ace".

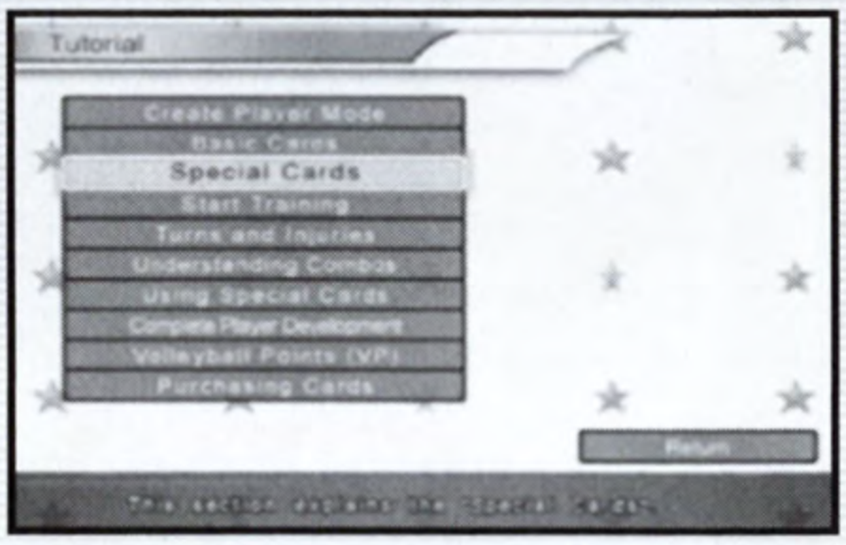
Star Something good may happen.



Purchase Cards

Select "Purchase Cards" on the Create Player main menu screen to purchase basic cards (10 VP) or special cards (30VP).

Purchased cards are used for training. Each card has a different effect for the player's parameter values.



Tutorial

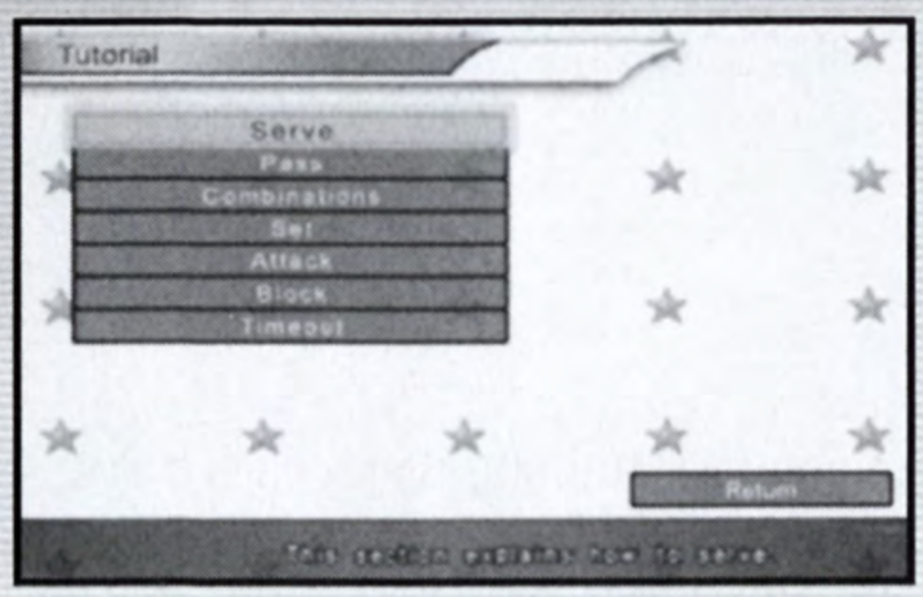
View Player Create tutorial.

Volleyball Points (VP)

The player is rewarded Volleyball Points after each match in Exhibition, Championship, or Season Mode. The amount of points rewarded varies depending on the winning conditions. 10 VP is rewarded for a loss.

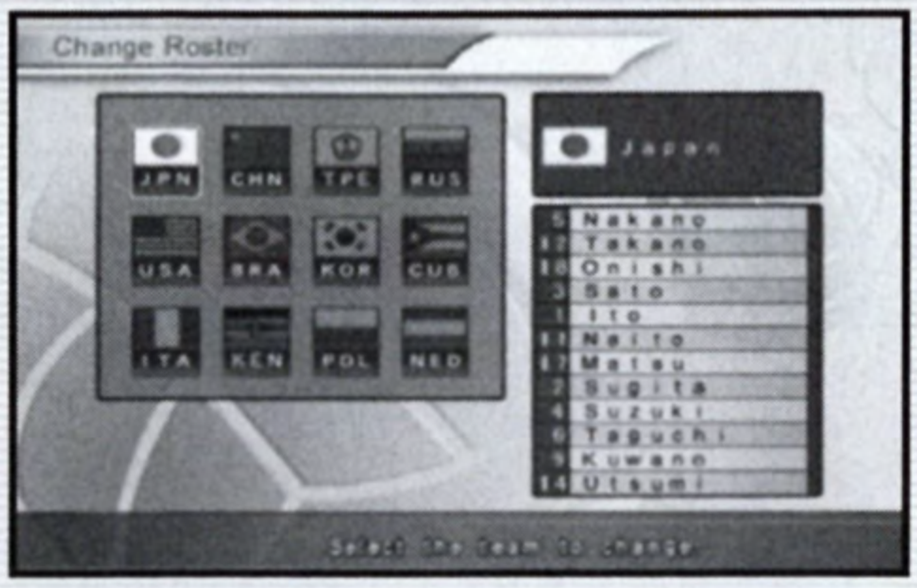
Tutorial/Change Roster

Tutorial



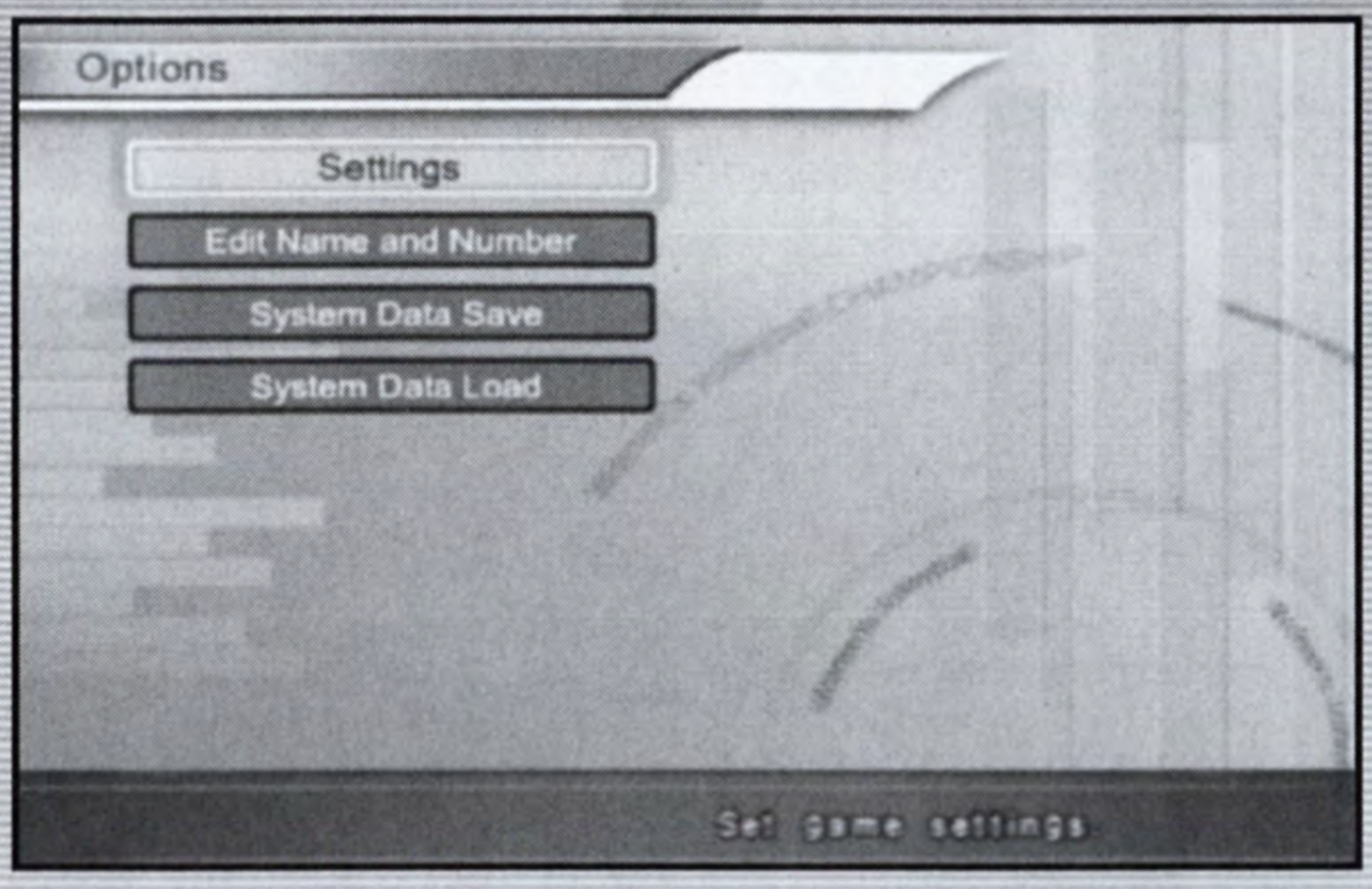
View tutorial on basic controls.

Change Roster



Roster changes are saved for use during the Exhibition, Championship, and Season Mode.

Options

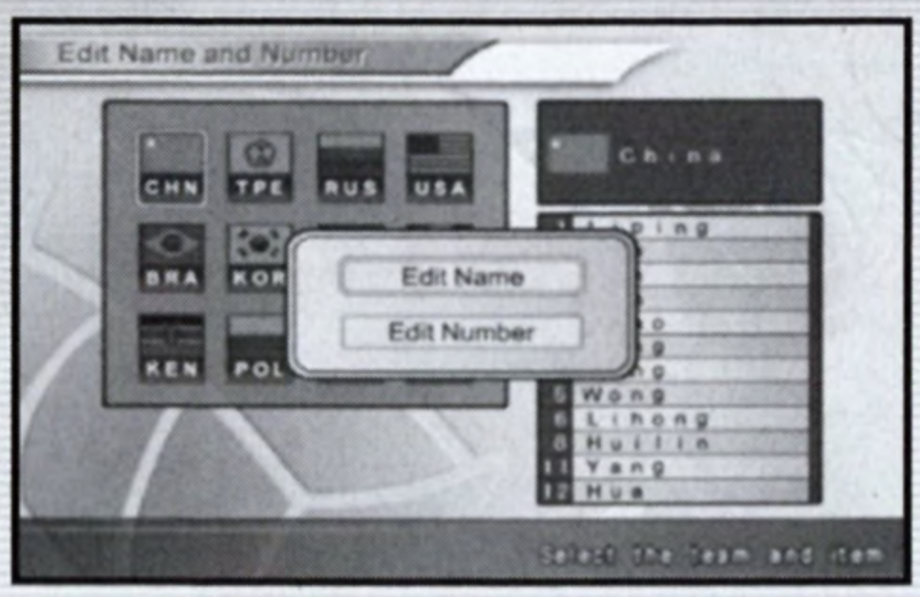


Audio	Stereo/Mono
Commentator	Commentator voice: ON/OFF
BGM	BGM: ON/OFF
SE	SE: ON/OFF
Vibration	Vibration function ON/OFF
Replay	Replay ON/OFF
Auto Save	Auto Save: ON/OFF

Auto Save

If Auto Save is ON, "system data" ("player create", "member select setting" and "option settings") will be automatically saved. Game progress data of "Championship" and "Season" will not be saved by Auto Save feature. Please save the game progress data manually for each option.

Edit Name and Number

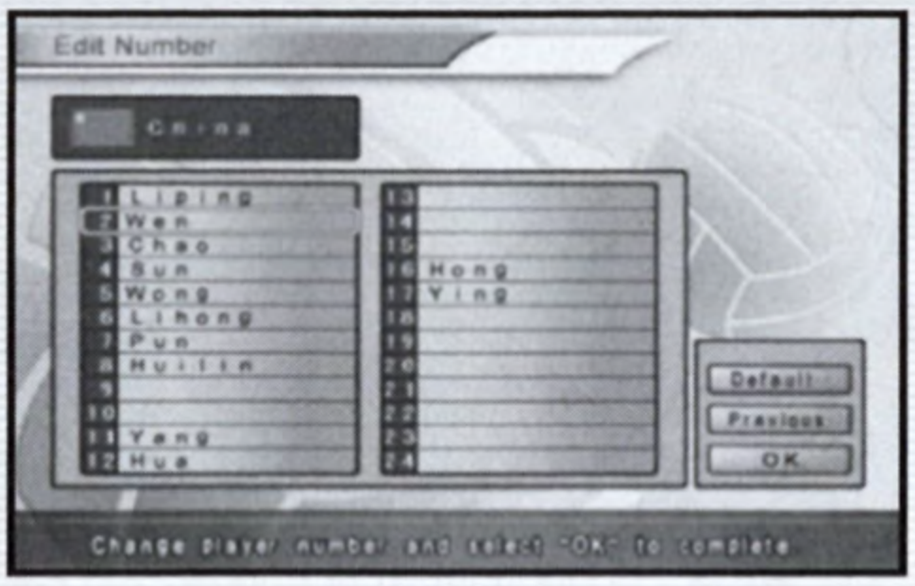


Select:

Select "Edit Name" or "Edit Number" after selecting the team.

Edit Name:

Select the player whose name you wish to edit and press the ⊗ button to open the name edit screen. Select "OK" when finished.



Edit Number:

Select the player whose number you wish to edit and press the ⊗ button. Select the number you want this player to have. Select "OK" when finished.

System Data Save/Load

Save/Load system data.

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